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GAMES-X

11th-17th July 97
Issue 12

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

THE GAMES-X 8-BIT SPECIAL OFFER - PLUS...

★ Reviews, previews and everything mean on the C64 scene

★ The final part of those truly great Speccy games - what's number one?

FREE 8-BIT GAMES!

FUN IN THE SUN

THE HOT NEW GAME RELEASES FOR THE SUMMER



PLAYABLE DEMOS FOR ST & AMIGA OWNERS



BEAST BUSTERS

Activision's stunning scrolling blast-em-up for Amiga owners

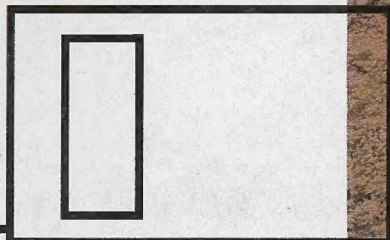


ATHLETICS

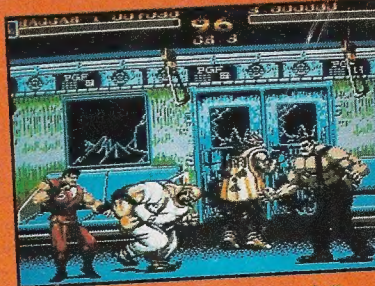
Become an Athlete in Hawk's demo for Atari ST owners

SPECTRUM, C64 AND AMSTRAD OWNERS DON'T WORRY! WE'LL TURN YOUR DISKS INTO CASSETTES! (SEE INSIDE)
Dual disk format by Rob Northen

NO DISK? Then ask your Newsagent



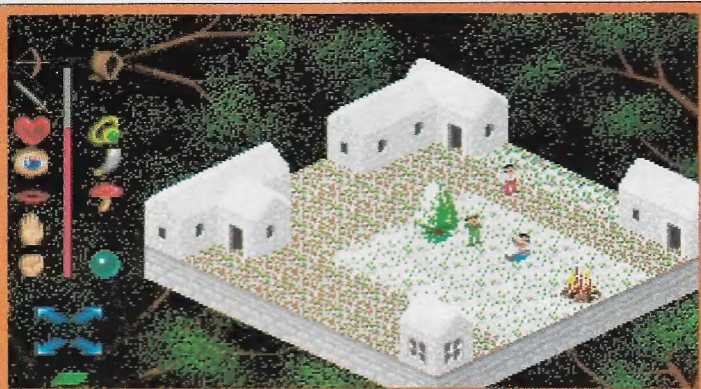
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EXCLUSIVE TO GAMES-X THE GALLUP FULL PRICE SOFTWARE CHARTS





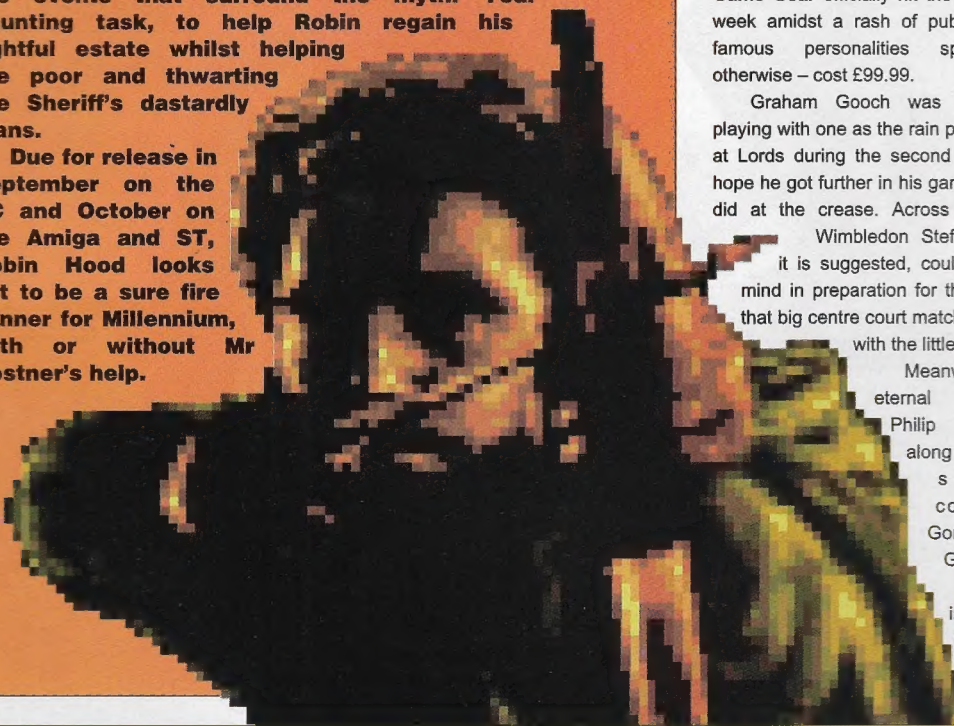
ROBIN HOOD

Does Kevin Costner know what he's started? Prince of Thieves may be his box-office smash depicting the life and times of a certain English rogue but what about all the spin-off games.

Recently we brought you news of Sierra's offering, Quest for the Longbow. Now we've even more information of Millennium's *Robin Hood* game. The presentation and style of the game has taken its author over a decade to perfect. Now the legend can be relived in a real-time 3D world.

The game is fully icon driven and allows you to change the events that surround the myth. Your daunting task, to help Robin regain his rightful estate whilst helping the poor and thwarting the Sheriff's dastardly plans.

Due for release in September on the PC and October on the Amiga and ST, *Robin Hood* looks set to be a sure fire winner for Millennium, with or without Mr Costner's help.



PC BUDGET

Historically, this time of year is pretty quiet when it comes to new releases and most software houses give their warehouses a spring clean and put together compilations and budget titles.

This means that 8-bit, ST and Amiga owners can pick up some pretty tidy bargains if they shop around, but what about PC owners?

As the PC becomes more popular as a game computer, Electronic Zoo is rising to the occasion with its so-called *Star Collection*. For an astonishing £25.99 this compilation offers 10 titles, which works out at £2.50 a game. Out of the 10, the compilation features the Zoo's own *Treasure Trap*, *Paris Dakar Rally* and *20,000 Leagues Under the Sea*.

Star Collection is a mixed bag of arcade and adventure and the release date is set for August.

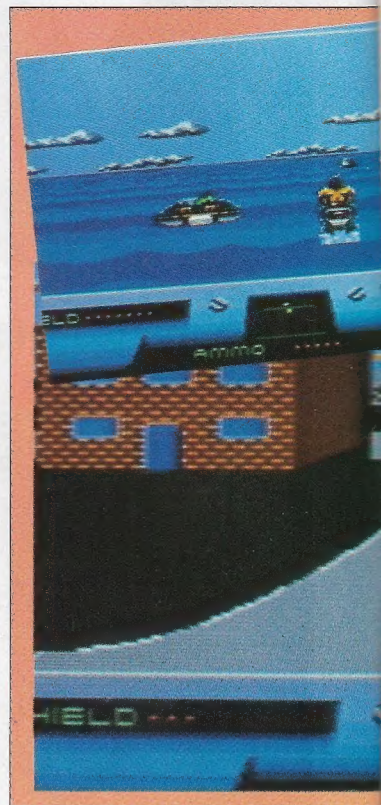
GAME GEAR

That long awaited hand held, the *Sega Game Gear* officially hit the streets last week amidst a rash of publicity about famous personalities sports and otherwise - cost £99.99.

Graham Gooch was quoted as playing with one as the rain poured down at Lords during the second test - let's hope he got further in his games than he did at the crease. Across London at Wimbledon Stefan Edberg,

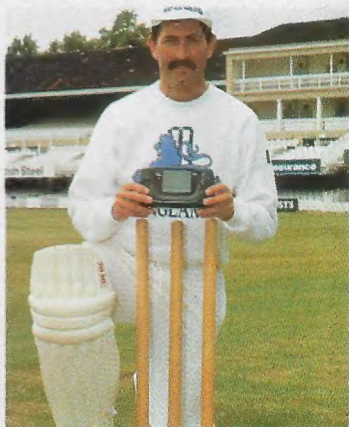
it is suggested, could focus his mind in preparation for the stress of that big centre court match by playing with the little beastie.

Meanwhile, that eternal youngster, Philip Schofield along with his strange companion, Gordon the Gopher are being involved in a *Master System* promotion



on their Saturday morning extravaganza, *Going Live*. The promo features a sweepstake, which consumers - that's a posh word for shoppers - can enter by sending in their names and addresses for a monthly draw running from July to January next year.

Isn't life a breeze!

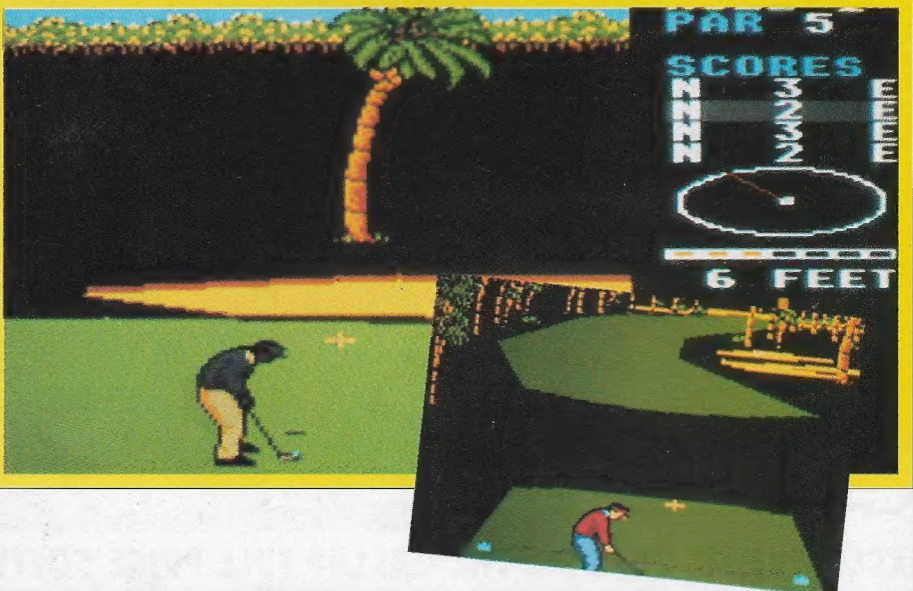


SEGA LEADERBOARD

US Gold is soon to release another game onto the Sega Master System. Sega owners will soon be able to get their hands onto *World Class Leaderboard*.

Already released across all home computer formats, *World Class Leaderboard* is the definitive golf game. Featuring 14 different clubs, the game can be played by up to four players over three different levels.

What's more you can test your skill over four of the world's most prestigious courses; Cypress Creek, Doral Country Club, Gauntlet Country Club and St Andrews.





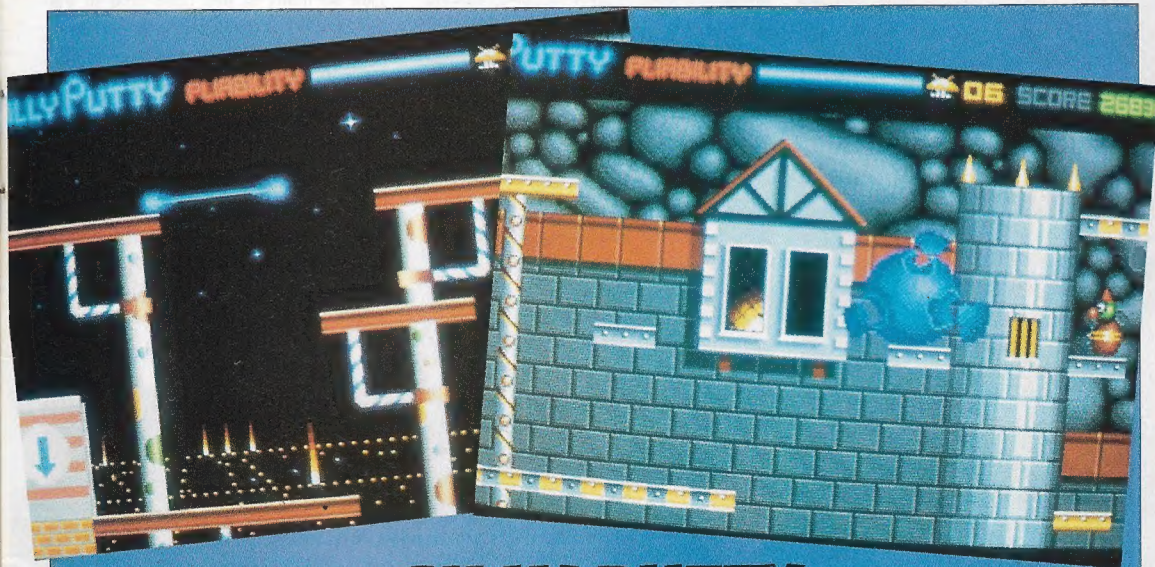
OUTRUN EUROPA

First there was the classic coin-op conversion, *OutRun*. Then there was even more superfast action with *Turbo OutRun*. Now, US Gold is pleased to announce the greatest of them all, *OutRun Europa*.

OutRun Europa takes you on a seven stage race across Europe. You'll race across the English Channel on a jet ski and battle bumper to with secret agents, foreign police and sightseeing tourists whilst pushing either your Porche 911 or Ferarri F40 to its limits.

Speed through the congested streets of Europe at 170mph on a Yamaha GP. Break through the waves on the Mediterranean in a super-powered speedboat as you attempt to retrieve secret files and foil your enemies. Only by using your sharpest wits and best driving skills will you save the day.

Available soon from US Gold, *OutRun Europa* will be available on the Spectrum, Amstrad, C64, Atari ST, Amiga and Sega Master System.



SILLY PUTTY

Computer games are great! In one game you can become a crack Commando, in another a jet pilot or a space ship commander, but in System 3's hilarious arcade romp, curiously entitled, *Silly Putty*, you become a blob of putty - glamorous it ain't, hilarious and incredibly addictive it is.

Although billed as a pure arcade game you can forget about hacking and slaying, punching and kicking, for now is the time to inflate, stretch and bounce your way through a world which is called, believe it or not, *Putty Moon*. Although played for laughs, *Silly Putty* looks to be shaping up as the most original and ingenious arcade game since *Lemmings*.

In this triumph of interpretation over theme, you have been banished by your arch - enemy Dazzledaze and your objective is to get back home to Mrs Putty and all the little

putties. You are befriended by a colony of robots who work like billy-oh building a platform higher and higher so that you can get back. However, these droids are solar powered and when the sun goes down they throw themselves off the building.

Your main objective is to save the robots until the sun comes up again and they can restart work. Through 50 levels, you've got to avoid truck loads of nasties and absorb anything biological to keep yourself pliable. The more pliable you are the more you can do including emulating the form of your enemies as a disguise.

Silly Putty is due for release in October when you will be able to inflate your ego and stretch your imagination to your heart's content. In the meantime, watch out for a work in progress on the game in an interview with System 3, in a future issue of *Games-X*.

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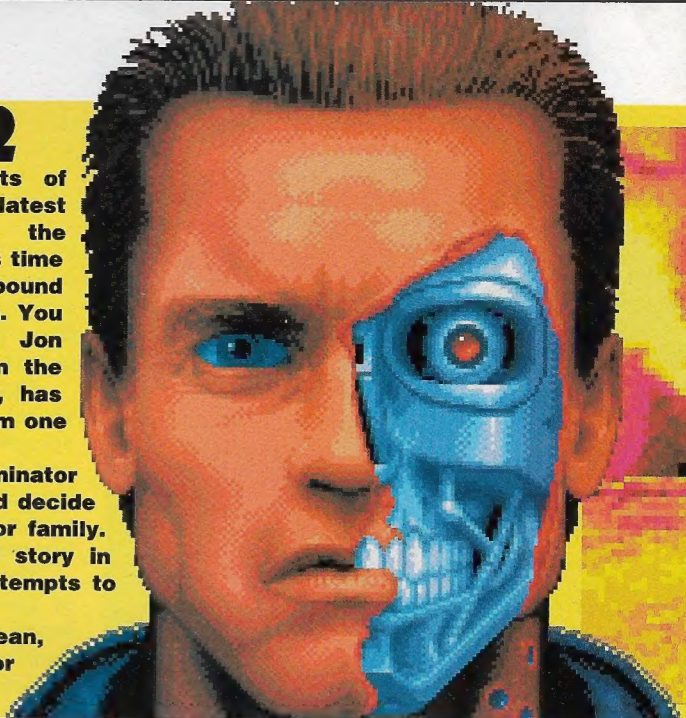
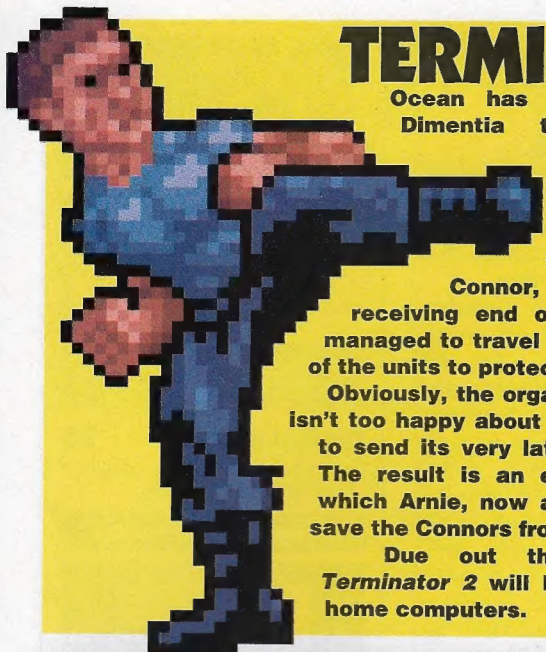
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TERMINATOR 2

Ocean has called upon the talents of Dementia to convert Arnie's latest blockbuster onto the computer screen. This time however, the muscle-bound menace is on our side. You see, it turns out that Jon Connor, having already been on the receiving end of the Terminator's fury, has managed to travel back in time and program one of the units to protect him.

Obviously, the organization behind the Terminator isn't too happy about the course of events and decide to send its very latest unit after the Connor family. The result is an explosive, action-packed story in which Arnie, now a reformed character, attempts to save the Connors from certain death.

Due out this autumn from Ocean, *Terminator 2* will be available for all major home computers.



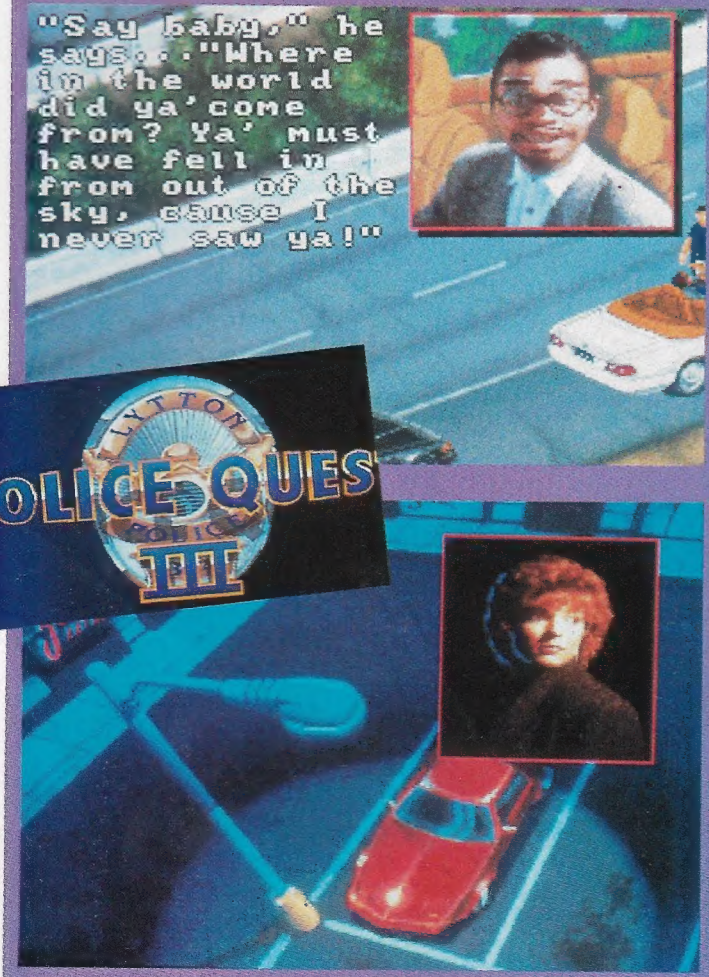
POLICE QUEST III

Fans of Jim Walls' Police Quest series will be pleased to hear of the imminent release of the third game in the series. Once again you must step into the shoes of Lyton Police station's most famous cop, Sonny Bonds.

Having disposed of the deadly Death Angel you have been assigned to an undercover squad to bust a major crime ring. The new game features state-of-the-art graphics with digitised characters and an amazing soundtrack to boot.

Available this winter on the PC, Sierra's *Police Quest III* will have you on the edge of your seat.

"Say baby," he says... "Where in the world did ya' come from? Ya' must have fell in from out of the sky, cause I never saw ya!"



EA DO A 360

Electronic Arts has signed a nine product deal with US based company, Three Sixty. The first of the nine will be *Sands of Fire*, which is a World War II tank simulation set in the feuding grounds of of Montgomery and Rommel.

This tank sim is designed to combine the strategy of tank command and simulate the dust, diesel and heat associated with this hell on earth.

Another tank simulation, *Armour Alley*, is predicted, but less is known of this game at present. Both titles are scheduled for a July release on PC, Amiga and ST.

Also from Three Sixty, announced at the recent CES show in Chicago, are the war-sims, *Theatre of War*, a modern

warfare graphical simulation and *Patriot*, the land-based equivalent of the award winning sub-sim, *Harpoon*.

BRODERBUND BUDGET

Like so many at this quiet time of the year the Broderbund range of titles is to make its debut on Domark's Respray label priced at a very reasonable £7.99.

For your eight coins you will be able to purchase such old, but golden titles as *Typhoon Thompson*, surely the most strange and unusual, but nevertheless pleasantly playable game ever. Other titles include the very respectable blast *Wings of Fury* and that great interpretation of air hockey, *Shufflepuck Cafe*.

All these titles are well worth the

TURBO CHARGE

There are race and chase games a plenty, but with System 3's *Turbo Charge*, you don't only have the pleasure of leaving other vehicles in a cloud of dust and exhaust fumes, you can actually blast them clean off the road.

Your motor is a sleek Italian sports car - looks remarkably like a Countach but don't tell anyone - which is kitted out from front spoiler to aerofoil with all manner of rockets launchers and machine-guns.

The game is going to be released on the C64 as well as the Amiga, ST and PC. On the ol' C64, System 3 is confidently predicting *Turbo* to be the fastest race game ever. First impressions reveal it to be remarkably quick with plenty of detailed roadside objects the quality of which is more akin to 16-bit - but will it reach the break-neck speeds of Gremlin's Lotus Esprit on the 16-bits. Does it have too?

Turbo Charge is more like a eye-level *Spy Hunter* and so more road blasting action than racing simulation - watch out for it early autumn.





asking price, so look out for their release during July.

ISHI PRESS

A leading Japanese board-games company is planning to release two inscrutable oriental strategy games in the UK.

The two games from the firm, Ishi Press International, will be **Go** – eastern ludo – and **Shogi** on the PC costing £39.99. Conversions may be written for the Amiga and ST – can you bear to wait?

The firm is also hoping to release other versions of two more cult games, including **The Many Faces of Go** and the apparently well known classic **Shogi Master**.



TUNE IN

Radio Luxembourg continues its exclusive link with **Games-X** on Tuesday (16th July) with the second of its Game Shows, this time looking at flight sims, strategy games and land/sea simulations.

In last week's outing Lux awarded its accolades to the games reviewed. In the sports games arena **Pro Tennis Tour 2** got the **Platinum Disk** – RTL's highest award, while the **Golden Disk** went to **Kick Off 2** and **Jack Nicklaus Unlimited Golf**.

Indy 500 took the **Platinum Disk** in the driving sim sector with the **Golden award** going to **Stunt Car Racer** and **Toyota Celica Rally**. Finally in the beat'em-ups **4D Sports Boxing** won the **Platinum Disk** with **IK+** and **Full Contact** taking **Gold**.

Tune in to 208m/1440KHz on the medium wave or if you have satellite TV using the the Astra system find the RTL4 TV station, press the audio button and hey presto Luxembourg in stereo. Remember the phone-in number 010 352 1381 to enable you to win a **Games-X** game of the week.

For other prizes including loads of games send in postcards telling us your type of machine to: **The Games-X Games Show, Radio Luxembourg, 74, Newman St, London W1P 3LA** – it'll only cost 22p!

EXECUTIONER

Not exactly a hot piece of news but we thought you might like to see the shot and hear a bit more about the game. Executioner is the first game to be released on the new Hawk label. The design team, also called Hawk, bill the game as a shoot'em-up with a difference.

The game contains some 100 different planets and the gameplay is a combination of piloting an assault craft, blasting the pants off the host civilization and capturing as many prisoners as possible.

The Executioner is a moody and atmospheric game and graphic artist Stewart Cambridge spent many hours in the London Dungeons selecting which torture to use in the game. He commented "I reckoned that 'pressing', where weights are put on top of a stretched out body until the prisoner confesses, was the most relevant torture in Executioner." Stewart then left quickly due to a 'pressing' engagement – the wit of it!

Torture aside, The Executioner is a fine blast set in a variety of planets with different enemies to conquer and torture. Between blasts, the torture is an unusual pastime and there are space stations, which contain facilities for weaponry practise and even musical entertainment. The executioner is set for a late July release.



WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released – i.e. you will be able to buy them – during the next seven days...

Product	House	Team	Format	Price	Date
Amnios	Psygnosis	Frewin & Lyons	Amiga	£25.99	15/7/91
Beach Volley	Hit Squad	Ocean France	Amiga, ST	£7.99	17/7/91
Onslaught	Ballistix	Accolade	Mega Drive	£34.99	17/7/91
PP Hammer & his Pneumatic Weapon	Demonware	In-house	Amiga C64 cass C64 disk	£25.53 £11.23 £15.28	17/7/91 17/7/91 17/7/91
Pro Boxing	Codemasters	In-house	Amiga, ST	£7.99	16/7/91
Red Heat	Hit Squad	Special FX	Amiga, ST	£7.99	17/7/91
Shufflepuck Cafe	Respray	Broderbund	Amiga, ST, PC	£7.99	16/7/91
Test Drive II	Accolade	Compilation	Amiga PC C64 disk	£29.99 £34.99 £24.99	15/7/91 15/7/91 15/7/91
Typhoon Thompson	Respray	Broderbund	Amiga, ST	£7.99	16/7/91
Virtual Worlds	Domark	Compilation	Amiga, ST, PC Amstrad cass C64 cass Spectrum cass Amstrad disk C64 disk Spectrum disk	£29.99 £14.99 £14.99 £14.99 £19.99 £19.99 £19.99	17/7/91 17/7/91 17/7/91 17/7/91 17/7/91 17/7/91 17/7/91
Wings of Fury	Respray	Broderbund	Amiga, PC	£7.99	16/7/91

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G A L L U P C H A R T S

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19	▼	POWER UP House: OCEAN Team: VARIOUS
20	▼	SUPREMACY House: VIRGIN Team: PROBE



CHART FAX

What a boring week we've had on the Full Price Chart. Only one game is different to last week and that's Ocean's **RoboCop 2**. A rather nice conversion of an excellent film!

F15 Strike Eagle 2 stays top of the heap for a second week holding off **HeroQuest's** valiant charge from behind.

Sonic the Hedgehog has dropped one place to number five but this is still a very respectable position for a Sega game. The other Sega biggie, **Mickey Mouse**, has stayed at number 8 and has been in the Chart for 18 weeks now.

A hearty round of applause goes out to Anco as **Kick Off 2** has reached the half century. Yes no less than 50 weeks in the Chart. The game



certainly deserves this high award and hopefully it'll last for at least another 50!

And **Eye of the Beholder** has begun to drop from the chart after a very respectable time near the top end of the listings.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32 for our specially compiled machine specific charts

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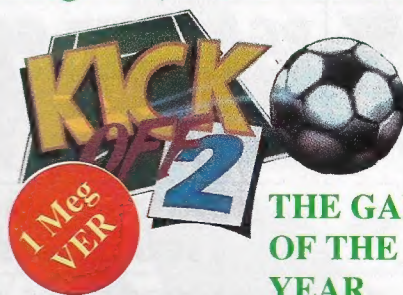
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Grenades remaining
Player two's info is same as Player one's

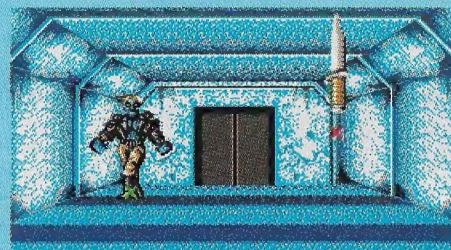
Extra ammunition - shoot to collect
Ugly bloke with a gun
Bloodsucking hounds from hell

The most explosive blast in the arcade, *Beast Busters* is about to hit ST and Amiga screens with concussive impact. This arcade hit has been converted and faithfully reconstructed leaving out none of the gore and gristle from the arcade original. The gruesome graphics are magnificent and the action never short of frenetic.

Now *Games-X* readers can be terrorized by the most fearsome beasts to haunt the screens in this great two level demo. Why go out to be terrorised when you can do it in the comfort of your own home?

It's bad news out on the streets! The city has been over-run by hideous, crazed beasts! Where did these monsters come from? A mad scientist with nothing better to do than terrorise the neighbourhood has been experimenting with mutations and genetic chemistry and come up with the most fearsome creatures ever assembled in one arcade game.

They're in the subways, on the riversides and derelict streets. Armed with a Kalashnikov, you've got no choice but to waste the blighters and pick up all the ammunition and first aid you see in order to re-equip,



This bloke isn't all that he appears to be. Beware...

re-arm and finish the job good and proper.

HOW TO PLAY

There's seven levels of non-stop action in the final version of the game, and this demo shows you a piece of the action from two sections, which will feature in the game.

Annihilate all the beasts you see and watch out for that ammo to replenish your armoury and first aid kits to patch up the claw and bite marks from the beasts.

CHAMPIONSHIP ATHLETICS Hawk (full price TBA)

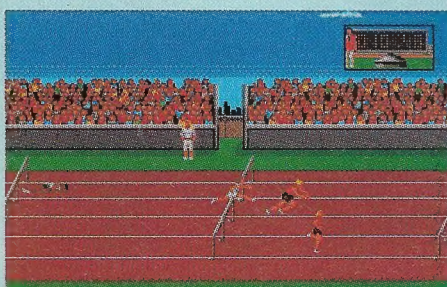


Generally, Athletics games amount to furious joystick waggling, and it's that wild, physical exertion that has made the genre one of the most popular and prolific game themes in the arcade.

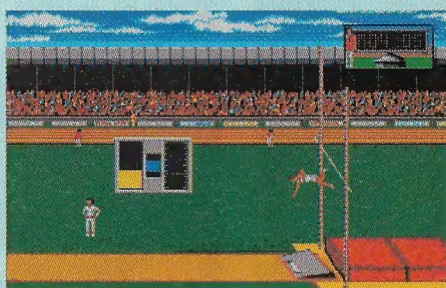
It's been quite some time since the last of many athletics-related games was released, but now design house, Hawk, is set to open up those blisters and do the joystick industry a bit of good, with a much improved and updated, yet traditional athletics game, *Championship Athletics*.

Courtesy of Hawk, ST owners can sample some of the atmosphere and action of *Championship Athletics*. It sets out to take this once prolific theme many stages further of which the first example is the striking intro sequence and graphics.

After loading, a title screen leads on to a show of international flags. Point to the language you require and a commentator will welcome you to the



The 110m hurdles is a little like a standard sprint, only some fool's put these big barriers in your way!



Unfortunately this pole vaulter is demonstrating the ungraceful way to clear the bar, which he isn't!

games. Now enter your name with up and down, left and right joystick movements confirm the letter with a press of the fire button.

YOUR EVENTS

The events which feature in this demo require speed, power and precision in the pole vault event, and the speed and timing of the 110 metre hurdles. Before entering the competition set the height you wish to start on. Now as your athlete faces the jump, begin wiggling the joystick from side to side as fast as you can and a yellow power meter will show your speed. Meanwhile, on the right, a red bar drops down and as he reaches the pole vault scoop at the foot of the bar the angle bar must be set at 45 degrees.

In this power bursting hurdles sprint, wait for the starter's gun and begin the race with furious joystick wiggling now time the jumps with a press of the fire-button as he approaches each hurdle. Remember, timing is equally important to speed.

LOADING INSTRUCTIONS

BEAST BUSTERS ON THE AMIGA...

To play this exclusive demo of Activision's explosive arcade hit *Beast Busters*, first turn off your machine. To load the game, insert the disk. Switch the Amiga back on and type Magdemu. Now blast or be damned!

CHAMPIONSHIP ATHLETICS ON THE ATARI ST...

To play this *Games-X* exclusive ST demo of Hawk's exciting new Athletics simulation *Championship Athletics*, insert and boot up your disk. Now locate and double click on the file labelled Athletics.PRG and the game should load automatically.

VIRUS WARNING

While we have made every effort to ensure that there are no viruses present on our coverdisk, we still recommend that all the necessary precautions are taken - *Games-X* cannot be held responsible for damage resulting from use of this disk.

Turn off machine and leave for ten seconds whenever booting up a new disk, and ensure that all of your commercial software is physically write protected.

COMMODORE 64

SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN

Greetings, 8-bit owners! Fear ye not because it's time for Stuart Wynne, editor of ZZAP! to take his third and final Games-X gander at the whole wide world of C64 games of all shapes and sizes from past, present and yet to come...



It's the last week of our special C64 column, complete with the final instalment of The Best Ever C64 games, a review of a slick new sports sim and another look ahead to the semi-mythical month of September when shops will be buried under new releases!

THE BEST EVER C64 GAMES

Fasten your seat belts as it's time to go round for the very last time...

DOOMDARK'S REVENGE BEYOND

The sequel to Lords of Midnight boasts 6,144 locations, 48,000 screen views, 128 characters and a like number of objects to collect. The attractiveness of these views made for an extremely involving game; moving forward only to see a dragon or an army in the mist was enough to turn anyone's blood cold.

The game can either be played as an adventure or strategy game, or both at the same time.

DROPZONE US GOLD

The definitive shoot'em-up in many ways. It's a Defender variant with a limited range of baddies, but the way they mutate is well done. The lack of



mega-monsters, varied new landscapes and so on mean this goes on forever, just getting harder and harder. A perfect high score game tragically unavailable at the moment.

WIZBALL HIT SQUAD £3.99

The ultimate shoot'em-up on acid.

HERE IT IS THAT SPECIAL OFFER!

That special offer at last! 8-bit owners can exchange your three Games-X coverdisks for either Hewson's Stormlord or Deliverance. Both are available on C64, Spectrum and Amstrad in disk or cassette format.

Just fill out a postcard with your name and address, including a note on the type of machine/format you require and of course the game you want. Bundle it in an envelope with a cheque/PO for £2 P&P made payable to Europress Interactive and send to the usual Games-X address - mark the envelope '8-bit Offer'. Easy isn't it!

COMMODORE 64

Wizworld's eight levels have been drained of colour, so it's up to the Wiz and his cat to restore the decor by blasting wave after wave of imaginative



baddies, including the fuzz. There's much more to it than that though - including a bonus game, power-ups, a strong tactical element in colour-mixing

and superlative sonics. Unmissable.

NEXUS NEXUS

The game that sank the company with sarcastic reviews which praised the oddball packaging while disregarding the game itself. I'm not going to argue the reviews were unjustified, there's plenty of glitches and repetition. Nevertheless I enjoyed the realistic atmosphere and intriguing storyline - with a great twist.

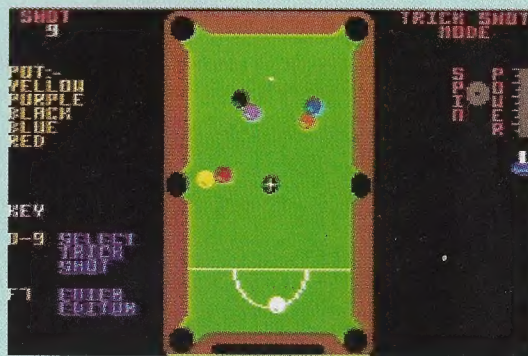
Nexus is here as a reminder that although computer games, more than virtually any other entertainment, depend on technical expertise just to start, nevertheless good ideas or themes that appeal personally can

AMERICAN 3D POOL ZEPPELIN \$3.99

This came in just as we finished our last issue, which as just as well as it had us all hooked for a couple of days of fiercely competitive play.

The basic game is a simplistic overhead view pool game as has been seen so many times before, but it's done well. When you play your shot it's shown in impressive 3D, which makes sinking the balls so much more rewarding. There's also an option to switch which end of the table you view the action from and a slow motion action replay.

Then when you want a rest from Pool, how about a game of Billiards? Or Trick Shots - after sinking some preset shots you can use the Editor option to set your own up, which is surprisingly absorbing on a rainy afternoon. The only flaw is



that a superb league option, complete with computer opponents and allowing up to eight human players, sadly lacks a save/load option.

overcome poor programming. If you like the sound of a game, reviews can – sometimes – miss the point.

STRIKE FLEET EA STAR PERFORMER **d66.99**

Somehow Lucasfilm managed to cram a whole US naval battle group into your



C64, plus 10 missions from the Falklands to WW3.

Considering the depth of play, graphics are surprisingly good – using fractals, no less – and sound isn't bad, but it's the gameplay which stretches mind and computer wonderfully well.

THE UNTOUCHABLES HIT SQUAD **£3.99**

Five games in one really, a huge variety of shooting games, all tough so it's as well you stay on the level you've just



loaded however many times you die. Great graphics, good period tunes and just-one-more-go gameplay.

MICROPROSE SOCCER MICROPROSE **c£14.95 d£19.95**

Football games always sell well, but few are any good. This one scores not only by being fast, graphically attractive and playable, but also by its great sense of humour with hilarious tunes.

There are in fact two games included, one using a full pitch, the other indoor. Still available from MicroProse,



but the compilation cart version only has the outdoor pitch.

STUNT CAR RACER MICROSTYLE

This race game is unique on the C64, using fast, solid 3D to represent ridiculous rollercoaster tracks. However, once you've mastered the controls there's five divisions to work through.



A stunning game currently available either on cart with the great MicroProse Soccer and Rick Dangerous for £24.95 or UbiSoft's Ultimate Collection £14.95 (tape only) with Pro Tennis Tour.

BOULDERDASH SERIES FIRST STAR

A brilliant series of games culminating in a superb construction kit. The basic format incorporated a multi-directional scrolling screen packed with boulders, diamonds and imaginative monsters. Plenty of arcade action, a cute main character and nice graphics make these great puzzle games.

TURBO CHARGE SYSTEM 3 **c£10.99 d£14.99** cart **£19.99**

Not only the fastest race game seen on the C64, but probably the most violent too with our Countach-driving hero encountering attack jets, gunship helicopters and sneaky police cars.

PREVIEWS•PREVIEWS•PREVIEWS

Although *Creatures II* is the one attracting most attention, Thalamus's *Winter Camp* could be a real dark horse hit for September/October time. There will be four main games – ice skating, canoeing, skiing and rock climbing – plus lots of hilarious sub-games. The graphics are gorgeous and for sheer variety can anything rival it?

Haven't seen anything of *Out Run Europa* just yet, but to beat *Turbo Charge* they'll need miracles. Probe produced *Turbo Out Run* so presentation should be superlative and gameplay first class.

Also due for review is Tengen's *Thunderjaws* which crosses underwater shoot'em-up action with arcade-adventure action. A hilarious plot about mutant women promises a fun game.

Also imminent is *Hydra*, a simplistic water-borne racing blaster, which hasn't been too well received on 16-bit. Far more imaginative is *System 3's Silly Putty*, which is what you control in a daft game.



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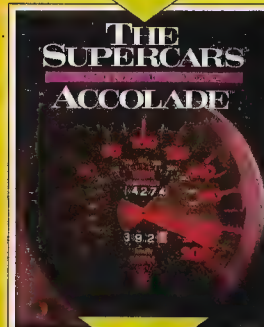
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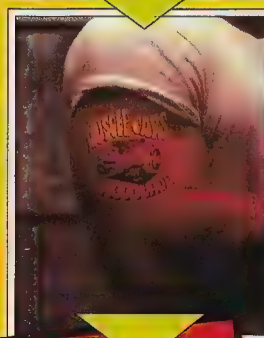
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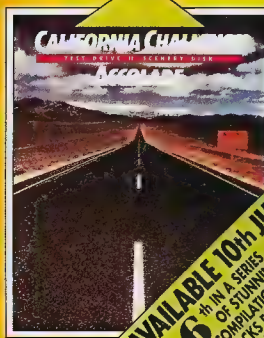
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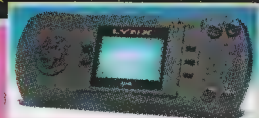
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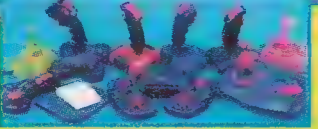


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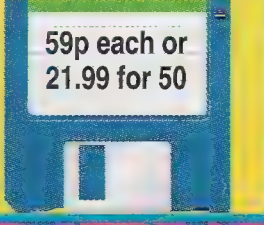
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Fed up with building sand castles in baking Brighton? Fancy something new to play with? Well here's the first part of a catalogue listing all the games across all the formats set to hit the streets during the summer. Are we wonderful or what?

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Gridrunner	Lynx	£29.99
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Bill & Ted's Excellent Adventure	Lynx	£29.99

Atari continues its support for the excellent Lynx hand held games system.

Although the prices are quite high the quality of titles such as Pacland and Gridrunner are incredible.

ELITE

Tournament Golf	PC	£25.53
Last Battle	Amiga, ST, PC	£25.53
Dragon's Lair	NES	£39.99

Readysoft's Dragon's Lair didn't really capture the 16-bit gamester's imagination much - well, with only five moves what's to be expected! The NES version from Elite looks quite promising. The graphics are large and it has a platform-style approach. Check it out before making a final decision.



AUDIOGENIC

World Class Cricket	ST, Amiga & C64	£29.99/16-bit £11.99/C64 cass £15.99/C64 disk
Exile	Amiga, ST & C64	£25.99/16-bit £11.99/C64 cass £15.99/C64 disk
Wreckers	16-bit & Spectrum	£24.99/16-bit £10.99/Spectrum cass £14.99/Spectrum disk

World Class Cricket is the long awaited follow-up to Graham Gooch's Cricket. Must be the best time to release a cricket simulation.



DEMONWARE

PP Hammer and his Pneumatic Weapon	Amiga & C64	£25.53/Amiga £11.23/C64 cass £15.28/C64 disk
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PP received a four-out-of-five mark in issue seven. The game is quite addictive, but the £25 price tag might put you off a bit.



ELECTRONIC ZOO

Freedom	16-bit	£7.99
Legend of Djel	16-bit	£7.99
Skidoo	16-bit	£7.99
Brigade Commander	Amiga	£25.99
Geisha	ST	£25.99

Electronic Zoo continues to enlarge its catalogue of games with a group of both budget and full price releases. Watch out for these they promise to be pretty damn good.

SURF'S UP

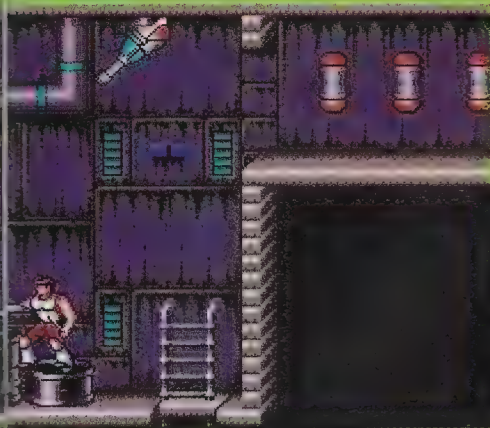




DOMARK

Grandstand	All Formats	£29.99/16-bit, £19.99/8-bit disk £14.99/8-bit cass
Virtual Worlds	All Formats	£29.99/16-bit £19.99/8-bit disk, £14.99/8-bit cass
JD Construction Kit	All Formats	£49.99/Amiga, Arch, £39.99/ST, PC £24.99/8-bit
RBI II Baseball	All Formats	£29.99/16-bit, £10.99/8-bit cass, £17.99/8-bit disk

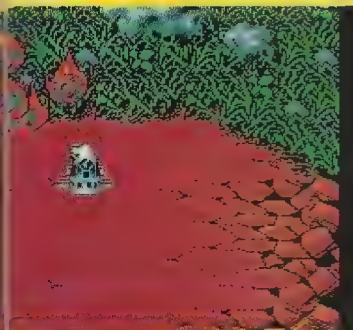
Grandstand and Virtual Worlds are compilations. Grandstand consists of Gazza's Super Soccer, World Class Leaderboard, Pro Tennis Tour and Continental Circus, while Virtual Worlds includes Castle Master, Driller, Total Eclipse and an unreleased sequel The Crypt.



GREMLIN

HeroQuest	C64 & CPC	£10.99 cass £15.99 disk
Switchblade	C64	£10.99 cass £15.99 disk
Switchblade	ST	£25.99
Pegasus	Amiga & ST	£25.99

Gremlin's excellent catalogue of games continues to expand. The company's conversion of the hit fighting fantasy board-game, HeroQuest is hard to fault. The superb platform adventure, Switchblade II shows that it is not only the Japanese who can produce a title of such quality.



CORE DESIGN

Thunderhawk	Amiga & ST	£30.99
Frenetic	Amiga & ST	£25.99
Corporation	PC	£34.99

Core Design has been releasing excellent quality games for a number of years now. Recently its vertically scrolling shoot'em-up, Frenetic received a Games-X Game of the Week accolade.

ALTERNATIVE

Count Dracula II	C64, Spectrum, CPC	£3.99
Fireman Sam	C64, Spectrum, CPC	£3.99
Double Dare	C64, Spectrum, CPC	£3.99

Alternative Software is responsible for releasing some rather cute games aimed at the younger games player for a very affordable pocket money type price.

ACCOLADE

Star Control	Mega Drive	£39.99
Hardball	Mega Drive	£39.99
Turrican	Mega Drive	£39.99
Onslaught	Mega Drive	£39.99

The latest releases from US firm Accolade are some of the most impressive yet to appear on the Mega Drive. Using modern 12 megabit technology the company is providing the Sega owner with games that have both superb graphics and tremendous depth of play.



ACTION 16

Tennis Cup	Amiga, ST & PC	£7.99
Tin Tin On The Moon	Amiga, ST & PC	£7.99
Iron Lord	Amiga, ST & PC	£7.99

Action 16 is responsible for releasing a large number of once classic games as budget titles. Iron Lord was especially popular when it was originally released - similar to the now classic Defender of the Crown.

More games out

CODEMASTERS

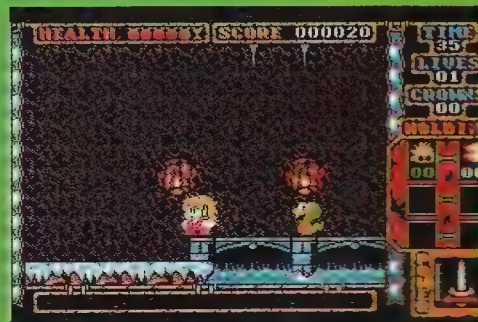
Spike in Transylvania	ST & Amiga	£7.99
Paris to Dakkar	Spectrum	£2.99
Pro Boxing	ST & Amiga	£7.99
Mountain Bike 500	8-bit	£2.99
Mean Machines	ST & Amiga	£7.99
First Division Manager	8-bit/16-bit	£2.99/£7.99
Quattro Coin-ops	8-bit	£2.99

Good low price budget games. The company has even lined up yet another Dizzy game for the autumn/winter.

DIGITAL MAGIC

Little Beau	Amiga	£24.99
Bod The Alien	Amiga & ST	£24.99
Colditz	C64	£12.99

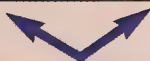
Little Beau struck Games-X with a Game of the Week pride of place, as well as a playable demo on the cover of issue 10. Players into games like the Mario Brothers series will love Little Beau. Go grab a copy.



GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXX



The higher the rating the better the game

ALEX has recently acquired himself a rather natty little mountain bike with which he now insists on riding the 5 miles to work each morning. To compliment this trendy mode of transport his clothing is now becoming increasingly garish.



BRIAN our resident, self proclaimed games expert has recently been getting ever so excited every time Pro Tennis Tour is booted up. Despite his boasting he was well and truly thrashed by the Interactive Champion, Steve White 6-0, 6-0, 6-0!



JOHN is currently recovering in hospital after a very bad week. First he was attacked by the demon Games-X box mask and then he nearly wrote off his car. Luckily his lovely locks weren't damaged in any way during the incident.



Gameplay: 18/20
Lastability: 18/20
Presentation: 20/20

Gameplay

How the game actually plays

Lastability
How long you're going to stay at your machine

Presentation
Just how good the sound and graphics really are

RELEASE INFO

C64 £611.99 Now
Atari ST £24.99 Now

What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

LOOK SHARP AND ACT FAST



The view from just behind your car allows you to only see what is occurring up-field. To look at the side of the arena you have to physically drive there or use the scanner



One of the most useful views is that from overhead because it allows you to know what is happening all around your vehicle and makes it easier to line up your car with the ball

WILD WHEELS



Like this year Ocean is set to entertain the public with its mad games, Robocop 3 and Terminator 2. Wild Wheels however, springs forth keeping the company busy for the moment.

It is general knowledge that the Americans are a strange bunch, and have out of the ordinary hobbies. Sport is taken very seriously in the States, although some of the sports they partake in aren't serious at all.

For instance, take the sport where five mad drivers speed around a dust arena chasing after a huge inflatable ball! Yep, the sport really does exist, although what it's called I'm not sure - perhaps car ball!

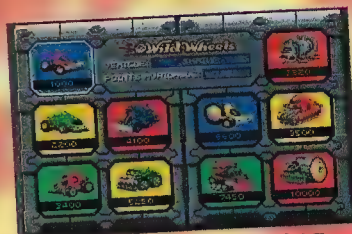
Wild Wheels is based around this sport, although it has advanced somewhat.

BLOOD AND GOALS

Each team consists of five cars, with a total of 10 different vehicles to choose from. These range from the Shrimp, a small but agile car that costs a mere 1,000 credits to equip the team with, to the larger 'tanks' that carry missiles and cost over 8,000 creds.

There are two modes of play - arcade and professional, the first being the easiest to learn and the latter being more of a challenge for the experienced driver.

With three difficulty levels the game



There are 10 different vehicles in all, starting off at the Shrimp and progressing on to things far larger. Providing you have the cash you can purchase a car filled with accessories including super-grip tyres and missiles!

attempts to cater for most levels of play.

Your vehicle is controlled by the joystick, and in professional mode the controls are as follows: tapping left or right to turn, forward to accelerate and back to stop.

Pressing fire will, if you have the ball, nudge it away. In arcade mode you have to hold in the direction you wish to travel, the fire button doing exactly the same as if you were professional.

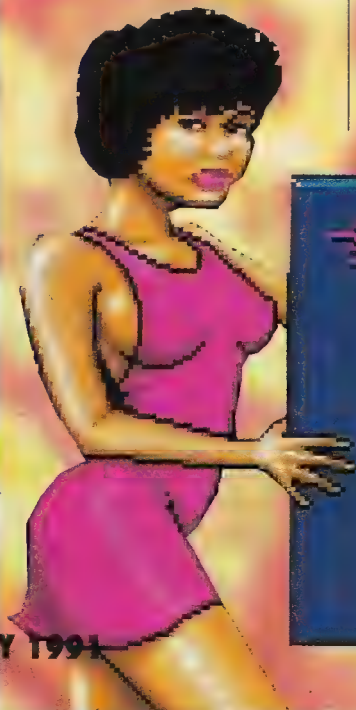
FORMATION DRIVING

Having selected the car you want to compete in, you must select the formation that your team will take on.

This can one of the predetermined 'quick' formations, or one of your own variants if you wish.

Jumping into the seat of your mechanoid beast the view pans down into the arena and behind your car.

You only have one car under your control, the others being operated by the computer. The game begins and the huge ball falls down



T



This time you look from further away. The only bonus of this is that you can see slightly more of what is going on

WHEELS

on the pitch in front of you. If you slowly accelerate and touch the ball it will stick to your bumper, allowing you to dribble it up-field. Turn too tightly or ram another car and control is automatically lost.

Tiles on the floor include the vector block which throws you off in a random direction. Special red tiles also appear. These, when run over, give attainments or repair credits depending on the type.

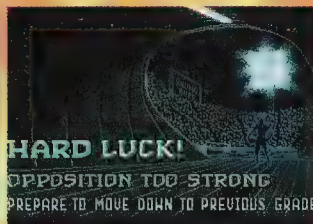
The attainments include new tyres and fuel – both of these drop as the game proceeds – and as well as the bonuses you must keep your eye out for the slow down tile and the like.

If a car receives a few hits in succession, the engine will stall, making you waiting for 10 seconds.

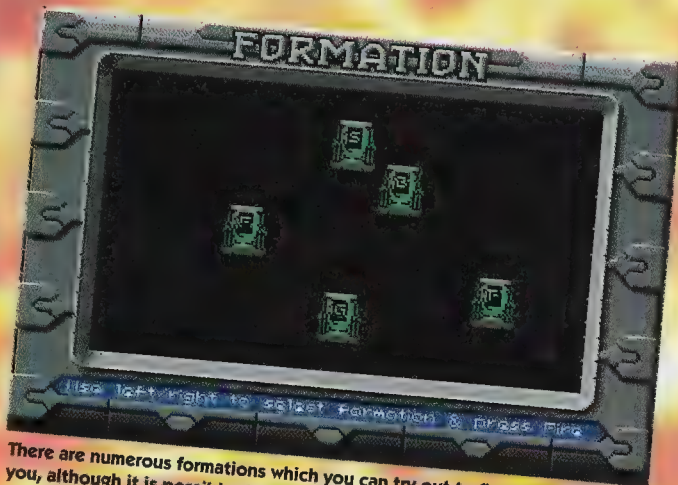
In addition to the one-player game, Wild Wheels has the option for a two-player direct link, providing you have two machines and the correct cable. This allows head-to-head games, thus offering more lasting appeal.



If either the time reaches zero or you run out of cars on the arena, the game is over. The final result depends on the amount points you managed to collect



The difference between winning and losing can be as little as one point and in this game you don't get anything for second place. However, if you win, crack open the champagne and spend your hard earned on a brand spanking new killer car!



There are numerous formations which you can try out to find which suits you, although it is possible define your own to fit your style of play

A FIGHT ON THE TILES



One of the most important features to remember in the arena is to collect the tiles. These usually benefit your car by adding useful extras. You may however collect the odd 'slow down' icon



Running over the tile will activate it, one of the best being the multi-ball. This releases four balls that can be used to score in your opponent's goal



FACT FILE

Software House: Ocean
Development team: Red Rat

To put it simply Wild Wheels is a concoction of different types of game. Begin with a 3D soccer game a la International Soccer Challenge, throw in the odd car for good measure and add mindless violence to add that extra bit of spice.

First impressions weren't particularly good, but I soon found that Wild Wheels is quite a good game.

The first problem I came across was the control method. Starting off in the professional mode is not a good idea, and it's much better to begin in the arcade version. It takes a while to get used to the way your car skids around the course when your tyres are worn, but this only adds to the realism.

The different views also aid the way a certain team likes to play, for I found the overhead view much easier than any other.

The two-player link is a worthy inclusion, but I think a split-screen multi-player option would have been nice. The selection of different settings various control methods should help the game suit most games players, and the fact that you can get straight on with the game instead of having to run through numerous front-end sequences is welcomed.

I am in two minds to whether I like the game or not, as on one hand the game is quite good at the beginning, but the appeal soon wears off and the game begins to become monotonous.

The game is graphically quite good, but this, along with average sound, doesn't save the game.

On the whole Wild Wheels is best described as being nice, but lacks that certain something that keeps a player hooked.

X-RATING: XXXX

Gameplay: 14/20

Lastability: 12/20

Presentation: 15/20

RELEASE INFO

Amiga	£39.99	Soon
Atari ST	£24.99	Aug
IBM PC	£24.99	Aug



FACT FILE

Software House: Ballistic
Development team: Ballistic
Programmer: Robert Leyland, Fred Ford
Graphics: Paul Reiche III
Music: Erol Otus, Tommy V Dunbar

Apparently this is the very first 12Mb game to become available for Sega's 16-bit baby. Although it is a fairly oldish game, the enhancements which have been made are very impressive.

The graphics and sonics are all of the usual high standard, as you can see from the screenshots the quality of the artwork is superb. All of the tunes and sound effects are also very good indeed and it's certainly one of the best games for the Mega Drive in terms of presentation.

As a combination of strategy and shoot'em-up sections, Star Control is a superb game. The different aspects of gameplay mean that you always have something different to play around with, and this variety makes it very enjoyable indeed.

Overall I was most impressed with this and I look forward to seeing some brand new titles becoming available which are made to a similar standard.

Thanks to PC Engine Supplies
 0782 712759

X-RATING: XXXX

Gameplay: 15/20
Lastability: 16/20
Presentation: 17/20

RELEASE INFO
 Sega Mega Drive: £35.00 Now

Top row - The Alliance fleet of different spacecraft
 Bottom row - The Ur-Quan Hierarchy fleet



STAR CONTROL



You are the ultimate Starship Warrior, fighting the most vicious struggle ever fought: the rebellion to join forces with the Alliance of Free Stars to defend the Galaxy against the conquering armies of the ruthless Ur-Quan Hierarchy. The key of humanity is in your hands.



The fate of humanity? In my hands? What, again? I'm getting pretty good at saving the universe, you're all going to owe me a huge amount one of these days!

The Ur-Quan Hierarchy are seven allied forces bonded to the Evil Empire of the 27th century. The Empire is ruthlessly invading planets and looting the cities of all their riches, destroying all that lies in their wake.

LET BATTLE COMMENCE

You must join forces with your free comrades and command seven giant starfleets against the tyrannical force. Heavy, heavy stuff eh? Serious botty kicking in the far reaches of space.

Star Control gives you a number of different playing options

which allow you to play at various levels. The basic option is to simply practise space combat. Easy enough, I'm all for a spot of organized gratuitous violence.

In this mode you can select any



More than a score, you can see how well you are doing. You can be a coward or a hero.

of your seven types of ship and find out the way it acts in combat. All of the ships have their own special features so this is the perfect opportunity to try out those weird and wonderful weapons.

True competition between the Hierarchy and the Alliance begins in Melee mode. In this form of play each side has a fleet of seven ships with which to attack the opposition. Players for both sides - be they



The small Alliance attack on the ruthless Alliance can be a real challenge.

Haynes moves in close to find out a great fireball which can cause a lot of damage.

computer or human - take it in turns selecting ships from the fleet until all of one fleet is utterly obliterated and a winner is found.

At the full game level you must make strategic moves. Here the whole concept shifts slightly away from simple combat. Now, you must plan out your tactics as in a war game.

You can colonize planets, mine for resources and fortify areas of your space as you move through the galaxy, strengthening your position as you go.

GRAVITY AND INERTIA

When you're out in space pummeling the enemy with large pulsating blasts of plasma you have a number of things to worry about.

Firstly and most obviously you have the problem of avoiding the enemy who's shooting at you with everything he can lay his hands on.

Secondly you have the problems forced upon you by elementary physics. When you get near to a planet the gravitational pull attracts your spacecraft towards it and has a nasty habit of causing some major damage.

Also you have to contend with the problems forced upon you by inertia. Thrusting speedily away from your foe can cause problems when you want to turn around!

KING'S BOUNTY



The four continents under King Maximus' reign were a blossoming place to live. The merchants prospered and the children were happy. But a fairy tale is never without an evil leader, and now Arech Dragonbreath was looking for his place in history.

The King's Bounty is another tale of a once happy land turned sour due to the presence of an evil lord.

Arech entered the chambers of King Maximus and stole a powerful sceptre while the King slept.

He then released his minions, allowing them to take over the land and cause havoc. As the land disintegrated, so did the King.

He summoned a young noble to his bedside, and requested that his land be restored to return his life-force. The sceptre had to be

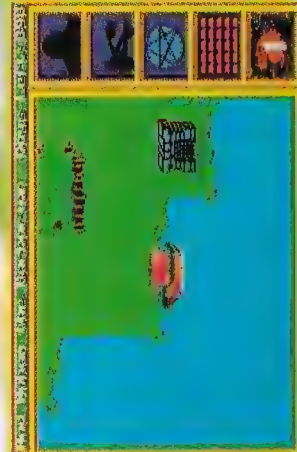
recovered from the hands of Arech, and you were given the honour of embarking on this arduous task.

This conversation was overheard by Arech, and to stop you succeeding he hid the sceptre somewhere on the four continents.

A map of the location was drawn, and was then shredded into 25 pieces. He gave 16 parts to 16 villainous nobles and kept one to himself. The other eight were scattered around the countryside along with powerful artifacts. Controlled via the joystick, the



To attack an enemy castle you must first buy a siege weapon, which can be purchased from most towns. This will break down the wall and allow you to attack. Fail, and the weapon will be lost.



You can explore the other continents with the use of a boat to cross the seas. However, the fees aren't cheap and maps must be found before you can start exploring.



The name of the leader you are controlling

The days left with which to complete your task

This icon depicts the current contract you're serving

The catapult will be highlighted if you are equipped with siege weapons

If you have the ability to cast magic this icon will show

Whenever you find a piece of the map one square is removed

The gold panel shows how much gold you have on hand

King's Bounty is a role-playing game that places you as a young leader, either a Paladin, Barbarian, Knight or Sorceress, with an army of creatures under your control.

SADDLE UP...

The game begins at the King's castle. You can explore the kingdom on horseback or by hiring a boat to carry your army across

any expanses of water you may come across.

Dotted around the countryside are small emplacements which, when visited, can either help or hinder your progress.

Peasants can be hired to join your army, or you may be fortunate enough to be joined by a band of Sprites.

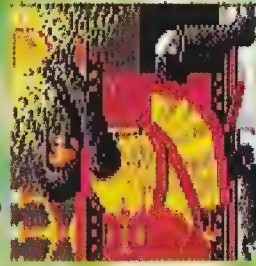
On the other hand, the place you may be visiting could be any enemy castle. You have the option to venture forth and pay no more attention to the garrison, or you can attack if you choose.

The correct siege weapons must be purchased first, and these don't come cheap. Having smashed the castle wall into pebbles, your army can clamber inside and attack.

Each unit of troops can be given an order, say attack or move advance, before switching to the next band. Archers have the ability to fire over distances, some characters can cast magic and creatures such as sprites can fly.



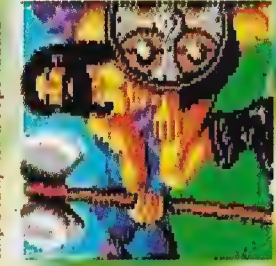
Sir Crimsan the knight's leadership is best, equalled only by the Barbarian. He has the highest commission



Lord Palmer the Paladin's leadership and initial troops are strong, and his spells are second only to the Sorceress



The Sorceress Tynestra is the only leader with the natural talent of magic. Her leadership's low, her troops feeble



Mad Moham the Barbarian's leadership, troop strength skills in combat are all mighty but his magic skills are weak



FACT FILE

Software House: Electronic Arts
 Development Team: New World Computing
 Programmer: Andrew Caldwell
 Graphic Artists: Bonita Long-Hemsoth, Kenneth Mayfield
 Music: Bob Wallace

My first impression of King's Bounty was very good, but after an hour's play I found myself getting bored. This is mainly due to the game's repetitiveness.

Over that time nothing of major importance seemed to differ, and I didn't even see any new or exciting monsters to attack.

That aside, the game is easy to get into and for a role-playing game, the graphics are neat. The sound is okay, but nothing to write home about.

The various difficulty settings allow you to change the game slightly to suit your ability. The choice of four different characters gives the game further lasting appeal.

If you want a RPG game on the Mega Drive that is basically attacking seemingly endless hordes of creatures, King's Bounty offers a long term challenge. However, some may find the task ahead a little too tedious.

X-RATING: XXX

Gameplay: 15/20
 Lastability: 16/20
 Presentation: 14/20

RELEASE INFO
 Mega Drive £34.99 Now



FACT FILE

Software House: Activision
Development team: Interplay productions
Programmer: Michael Quarres
Graphics: Scott Bieser
Sound: Dave Worthal

I was impressed with Rad Gravity at first, but having played through the first few planets the game appeared to be quite addictive.

Okay, there are hundreds of platform games at the moment, but Rad seems to be more playable and more fun than most others.

Graphically the game is pretty impressive, with large sprites appearing on the navigations screens and defined backdrops and graphics appearing during the action.

The sound is a little on the poor side, but you can always reach for the volume button if you wish.

Playability is probably its strong point, although it does take some time to actually get into the swing of things.

Rad Gravity, compared to other NES platform games like the Mario series, isn't as polished or playable, but that aside the game is definitely worth more than a quick look.

X-RATING: XXX

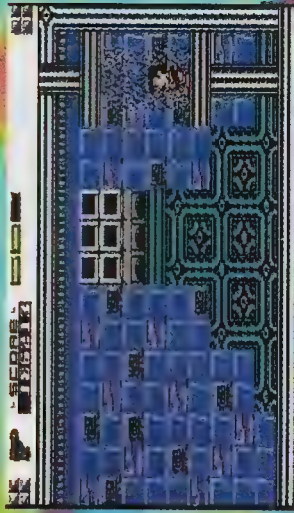
Gameplay: 15/20

Lastability: 13/20

Presentation: 14/20

RELEASE INFO
Nintendo £34.99 **Now**

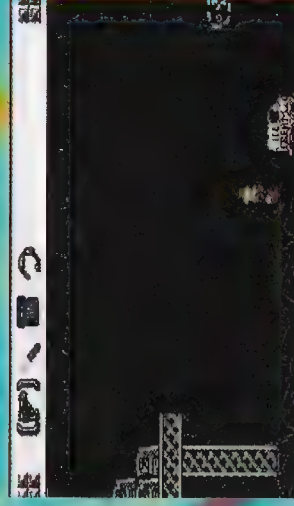
THE ADVENTURES OF RAD



Having battled through the robots which patrol the second stage of Cyberia, Rad comes across a large CPU which, upon inspection, informs you that you must be a technician to enter the computer. Oh well, you've got a gun so go for it!



Once inside the computer you must avoid the bolts of electricity that shoot up and down screen. Small chips run towards you hoping to knock away at your energy, and a light wall prevents your progress. Where now, Rad?



You managed to cut the power to the computer and escape from Cyberia and return to your ship. However, you find that Kakos has been stolen by two Arabs who are now clambering in their ice cream van

RAD GRAVITY



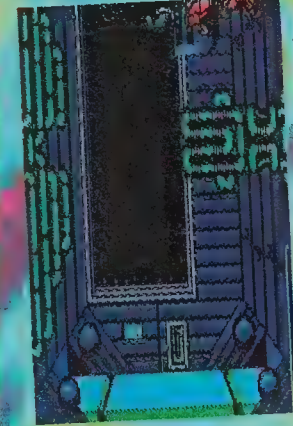
Rad Gravity, space explorer extraordinaire and super hero of the interstellar. Join Rad on a fun-packed platform romp that will take you to the corners of the galaxy and then whisk you beyond!

Rad Gravity was a promising space cadet with a list of honours equalled only by the size of his ego. He sailed through Cadet School but now he is going to have to fight or bluff his way past alien hordes in order to recover the lost Compuminds.

Having agreed to go out to find the Compuminds. These computers are the links between the United Planets, transferring messages instantaneously.

These machines started scanning for possible dangers to their existence, but they couldn't find any. However, they over-looked the threat too close to home, and now the fate of the Union was in the hands of a mutated wizard called Agathos.

He had been changed into a living brain, and thought he was way above the people and beyond the Compuminds themselves. He then destroyed the Union. Cutting off the links between the planets, he



Rad Gravity must complete all 10 worlds before attacking the living brain himself. The ship's computer will allow you to plot your course and enter the later levels further on in the game

placed a guardian with the Compuminds and hid Kakos, your soon-to-be-found computer, inside a space cave.

However, when Kakos was



Rad Gravity, being a platform game, is littered with small blocks to leap on. It also features a variety of moving pathways which must be leapt across or the face the consequences

destroyed he was able to tell the union of Agathos' plan, and now it is up to you to stop him. You must successfully destroy the guardians, re-link the Compuminds and

over 10 levels of meanie-packed

planets, leap flame-filled chasms and even start a rescue mission in search of Kakos when he is stolen.

Using the direction pad to control left and right movement, button A will make you jump, button B will activate his weapon. Furthermore, touching the start button will bring up an inventory and allow you to choose an item.

During the game passwords will be revealed to allow you to start later on in the game. Also hints and clues to the next stage are given.

During his travels Rad will have to attempt the upside down world of Turvia, adventure into the craters of Volcania and explore many other places.

He may find new weapons and power-ups, but he doesn't want to bump into the minions of Agathos.

On-line CHALLENGE GOLF

FACT FILE

House: On-Line
Programmer: Jason Chown
Graphics: Steve Scott
Musics: MATRICIDE

The graphics in Challenge Golf are very basic, although the courses are nicely designed. The main characters are all the same colour which comes as a disappointment. Also the ball is practically invisible as it is only one pixel in size! The overhead action replay screen is okay but doesn't add much to the overall appeal.

The sound is scarce with the odd sample here and there when the ball is hit, if it lands in the water and also when a ball is putted. The controls are easy to get to grips with, but are quite difficult to master. When you do manage to become familiar with the game, play will become much more fun.

If you are looking for a nice easy golf game without complicated gameplay then this is definitely worth checking out

X-RATING: XXX

Gameplay: 13/20
Lastability: 14/20
Presentation: 13/20

RELEASE INFO
Amiga £24.95 Now
Alari ST £24.95 Now
PC TBA Dec

CHALLENGE GOLF

It's time to don your tartan trousers and head for the green. Now all that's left to do is avoid both the rough and the bunkers, trying instead to notch up a few holes in one. Now where did that caddy get to?



Golf is one of those sports that you either love or hate. I hate watching it but would really enjoy to play. Now, I can in the comfort of my own room, but it's not quite the same as the real thing.

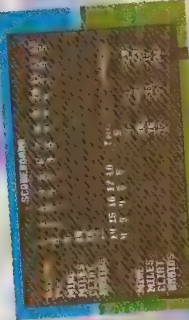
Challenge Golf is the latest in a long line of golfing simulations to hit our computer screens.

Lots of them have been of a high quality and the odd few were smack bang in the middle of these two extremes.

THE OFF

Taking the usual game view of behind the player you each take it in turn to hit the ball towards the hole quite a few yards away.

You have a large selection of clubs to use and these can be



The first hole is over and the scores are shown. Personally I think that Mike has played golf before, either that or he's extremely lucky

chosen with ease. Before taking each shot you are given an isometric view of the hole. This will give you some idea of where to hit the ball for the best results.

Control is via the mouse and when you click on the playing area you will start the power bar rising. Click again and it will stop at your selected power and the curve meter will begin to drop.

Pressing the button for a third time will perform the shot and you are then shown a replay of it on the overhead screen before taking the second shot.

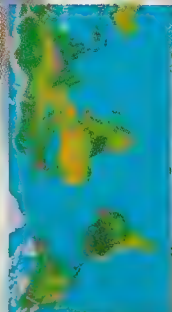
When you reach the green the view will change to overhead. A large arrow will point in the direction of the slope of the green. The longer the arrow, the steeper the slope. You then set your direction and click.

All that's required for putting is the power so when it's selected your shot will be taken. The slope of the green gives the shot curve, the size of which depends on the gradient of the slope.

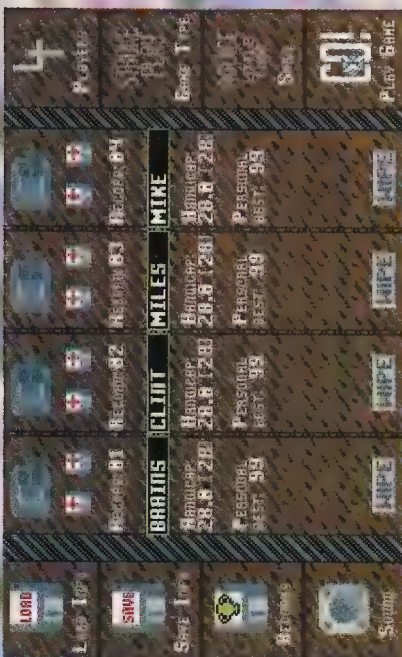
A quick look at the score card and it's off to the second tee where you will encounter a different hole with slightly different hazards.

PRACTISE MAKES PERFECT

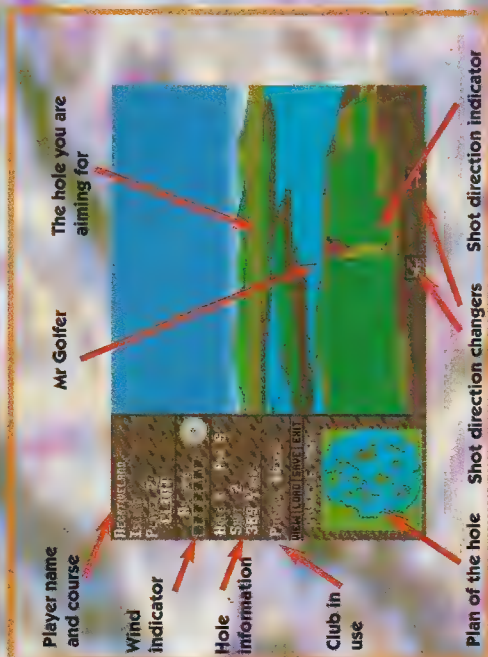
Alternatively you could try out the driving range to perfect your technique. Which basically involves you playing ten shots, each time you are informed of the distance which they travelled. Use this to get that little bit better at the game.



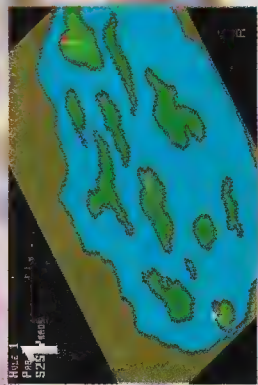
There are four courses to play on, each with a slightly different style. For instance, the Japanese course is mostly water orientated



Before you can get anywhere you must sign on. Up to four players can participate three of which can be computer controlled for harder competition



LET PLAY COMMENCE



1
Tee number one. You will get similar plans before each hole showing the possible hazards. After each shot this will appear again giving an action replay



2
After you have managed to reach the green the flag will come into sight. Skill and concentration will see you through



3
On the green and you'll get a lovely overhead view of the hole. That large arrow is indicating the direction of the slope



FACT FILE

Software House: Hudson Soft

Football has been done many times, but few have been any good. Power Eleven is a first class attempt at the game and is certainly above average.

It is almost impossible to score a goal as the computer team moves at a faster pace than the team which you control and as a result has possession of the ball for a lot of the game. When you do actually get a chance to score their keeper will nearly always save it.

The graphics look quite nice to begin with until you realise that every game you are blue and the other team are red. Very confusing if your opposition happens to be Italy! The pitch is nothing special however.

Sound takes the shape of a couple of tunes and the odd piece of sampled speech throughout the game. The kicking sounds aren't very good and the cheering nearly pops your ear drums.

Minor niggles aside, Power Eleven is quite a good game. If you are looking for a decent kick about you couldn't go far wrong with it.

Thanks to PC Engine Supplies,
tel: 0762 712759

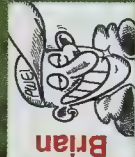
X-RATING: XXXX

Gameplay: 14/20
Lastability: 13/20
Presentation: 13/20

RELEASE INFO
PC Engine 639,000 Now

One of the opposition players powers a shot into the far corner of the goal forcing the keeper to perform a diving save, which he didn't pull off, cause this shot went in!

POWER ELEVEN



The ground is packed with spectators, the tension is mounting in the changing rooms. Soon the teams will be walking out onto the pitch, the ref will blow his whistle and the match will begin.

Football. Ah, the game of kicking a leather encased sphere around a field for some 90 minutes. Thousands of fans flock to the stadiums on Saturdays to freeze to death - all this just for an afternoon of entertainment.

But how many times has football been reproduced well on a computer? Not many, the only real classics are the likes of Match Day, Kick Off and Football Manager. Well now Power Eleven takes a stab at the title.

IT'S A FUNNY OLD GAME

Taking the overhead view of the pitch, a la Kick Off, and rotating it through 90 degrees, to look like Gazza 2, Power Eleven falls into

This screen shows you all the info about each half and it comes after the field play. You can see how many goals have been scored in each half and the overall score.

Shock of the week. My keeper has actually saved a shot I almost had a heart attack when that happened.



Select the game begin to enter during the game you can select the formation you want your team to be in. Defensive, balanced or attacking, the choice is yours

the endless category of average footie sims.

Starting off you get the choice of playing in a cup competition, a single game, watching a game or finally, playing a penalty shoot out. For the penalty shoot out you



You can access a plan of the field at any time of the game and view where all the players are on the pitch. This allows for precise passing and shooting

get a view of the game from behind the goalkeeper. Taking it in turns with the computer you must try to score goals and save them. The latter is very hard to do.

There are eight teams to choose from including: England, Argentina,

Germany, Holland, and more. Comparatively, each team is pretty much the same and unfortunately no matter which teams you choose the two strips are always red and blue. Making the variety of the graphics practically non-existent.

OFF THE BAR!

You control your team using the familiar 'closest to the ball' technique. This means that the player nearest to the ball is under your control.

Luckily the keeper is computer controlled and (like mine) will let in about eight goals per game.

The cup competition is played over three rounds and each game lasts about half an hour. The teams here gradually get better in that the final they are progressively impossible to defeat. Before you start each game you must choose the team you want to be and also your opposition team can select how good the opposition will play in, the formation your team will play in. The length of each half of the game can also be determined. This ranges from a mere 15 minutes to a quelling 45 minutes each way. So just how fit are you?

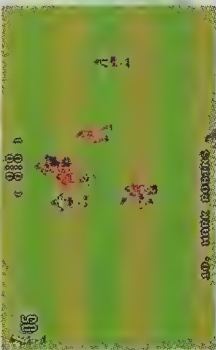
In one of the world's greatest ever defensive moves I botched the ball into touch. The Reds trip me in and I'm really defend!

GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Manchester United Europe Atari ST

First Reviewed: Issue nine
Software House: Krisalis
Programmer: Pete Harrap
Graphic Artist: Neil Adamson
Musik: Matt Furniss

Without a doubt, the Red Devils are the greatest football team on the planet and this game which ties in with



the 2-1 win over Barcelona in the Cup-Winners-Cup final is bound to be a success for Krisalis.

Basically the game is a side on view football game with a few manager aspects added in for good measure.



The graphics are the main difference from the Amiga version. The characters are exactly the same but due to the ST's lower amount of colours the pitch consists of two colour bars.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 15/20

RBI 2 Baseball Amiga

First Reviewed: Issue 11
Software House: Demark
Development Team: The Kremlin

RBI is actually a very cunning anagram of my name (Bri) because The Kremlin have written this game especially for me. (Don't let - Ed.)

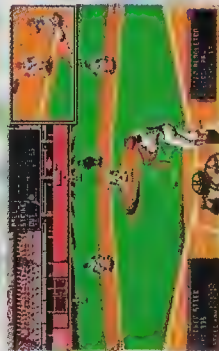
As baseball games go this has to be one of the best, if not the best. It is very easy to play and hard to put down. It's



not often a sports game exudes humour as well as the competitive feelings.

The graphics are very nice with only the jerky scrolling ruining things slightly.

The sound effects are very good indeed



with loads of musical ditties and sampled effects.

If you're looking for a sports game to buy this summer then look no further than this.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 17/20

Navy SEALs Amiga

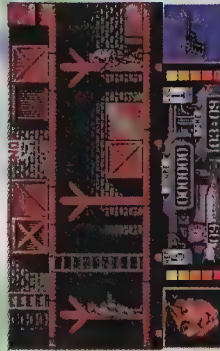
Software House: Ocean Software
Development Team: In House

The SEALs, specialists of air, sea and land combat. They are the US Navy's counter insurgency, special forces. They must rescue important figures and



destroy stockpiles of dangerous weapons. Just the sort of macho stuff they could make a movie about eh?

Most of the other versions of this game have been around for ages, but the Amiga is the last in line - its release



obviously held back until the film opened in the UK.

Graphically it is superior to the other versions and it is obvious that a lot of thought has gone into the sprite animation and general presentation. Definitely one of Ocean's better platform style games to date.

X-RATING: XXXX

Gameplay: 12/20
Lastability: 13/20
Presentation: 15/20

Frenetic Atari ST

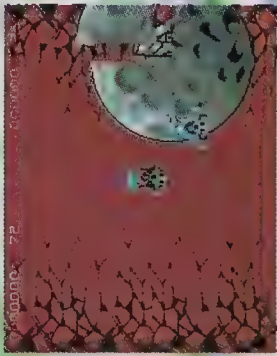
First Reviewed: Issue nine
Software House: Core Design
Development Team: Core
Programmer: Rob Toone
Graphic Artist: Lee Pullen
Musik: Martin Walker

After our exclusive review a couple of weeks ago, we can now bring you the update on the ST version of Core



Design's latest blast'em offerings.

Graphically the two versions differ very little with the general overall presentation being of a very high



standard. The scrolling is very smooth indeed and the only major apparent difference between the versions is in the sonic department.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 15/20

Living Jigsaws Atari ST

First Reviewed: Issue 11
Software House: The Software Business
Development Team: In House
Programmer: Geoff Phillips

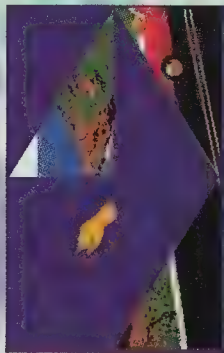
When this was reviewed in the last issue on the Amiga it wasn't met with much praise. It is basically a



package where you can build animated pictures from a certain amount of pieces.

There were quite a few nicely drawn pictures to create but they weren't exactly amazing graphics.

The ST version is identical in every way to the Amiga. They are both silent, allowing you to listen to your favourite tunes on your ghetto blaster while playing.



Gameplay can get decidedly boring once you have seen every picture the game has to offer, and this reduces the low level of lastability even more.

X-RATING: XX

Gameplay: 7/20
Lastability: 9/20
Presentation: 10/20

Sneak Preview

FINAL FIGHT

Appearing in the arcades last year, *Final Fight* was going to be a tough game to convert for whoever attempted it. It so happens that US Gold snapped up the licence, and left the job to Creative Materials.

Having an impressive line of software titles in the past including Operation Harrier, Eswat and Line of Fire, the Manchester based development team, Creative Materials, formed way back in 1990 and comprising of a dozen freelance programmers, started work nine months ago.

The original Capcom game used the latest boards and chips to produce

the huge graphics and multi-level parallax scrolling, and therefore the conversion to the Amiga's comparatively small memory was not a major job.



The sprites were ripped straight from the boards, although the sheer quantity is smaller and the colour palette has had to be reduced. Other versions, like the Spectrum and the ST have also retained the huge size, the only version being any different is the C64.



When Guy and Cody are mysteriously jumped on when they visit the mens room, it's plainly obvious the thugs don't want 10p to use the conveniences!

Each sprite is a block and therefore Creative simply repeated this block, changed the colours and replaced it with a new head. The result was a new character, and at the same time memory had been saved.

COMPLETE TRANSFORMATION

The other ways to save memory include the backgrounds which, when brought across from the arcade machine, were far too complex for the Amiga to handle.

The multi-level parallax had to be removed, and once again the various areas of the background, namely the clear blue sky and other basic colours, were repeated.

Most of the changing to be done on the backgrounds had to be done by hand using Creative Materials' special Map

Editor (affectionately known as Marvin).

The Amiga version is a one or two-player game, and allows you to choose between these three characters. The battle against the Mad Gear gang starts in the slums of the town. Thugs leap from their trash barricades as you make your way towards a huge warehouse and down into the subway.

While waiting for the tube train to arrive, you're jumped by more meanies who follow you on a ride of a lifetime through the network of tunnels under the city.

At the end of the line, the train pulls up next to an underground wrestling arena where you will have to defeat one of the Mad Gears' champions.

Having completed the first two levels you have the chance to earn more



Metro City is the crime capital of the States and the underworld is ruled by the Mad Gear gang. They've kidnapped the mayor's daughter, but unfortunately they didn't realise he was a six foot six giant and an ex-wrestler too!





The first bonus screen is a race against time. To gain extra points pick up the iron bars from the floor and smash the hell out of the car

points on the bonus stage. Successfully demolish a parked car within a time limit to gain extra bonuses.

The west side of Metro City is a more desirable place to visit, although the Mad Gears are still on your back. Punching through a restaurant, you'll have to put a stop to a crooked cop before venturing on to the industrial zone.

Flames spurt from the ground engulfing our characters, and a grenade-lobbing ninja attacks Haggar and his mates while they are riding a construction lift.

WATCHED OVER...

Complete another bonus round and the next stop is the bay with the prominent Statue of Liberty in the background. Walking over to the more up-market part of town, the Mad Gears residence is getting close.

A nearby hotel is the resting place of the gang boss, and having fought through the roof garden you will finally confront the gang lord and rescue Jessie.

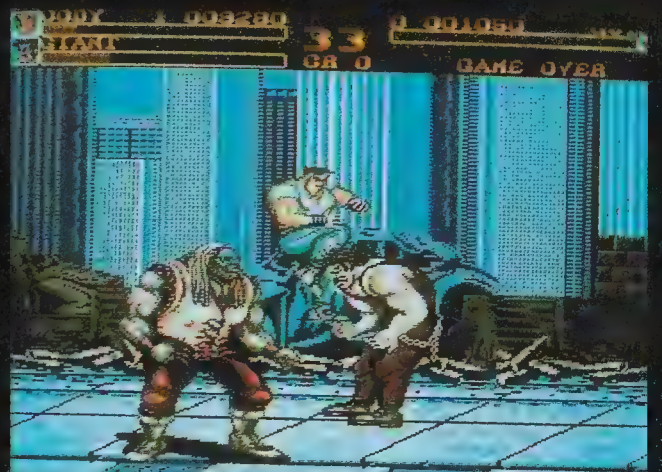
Watch out for Final Fight early in the autumn.



Unlike the Famicom version, Final Fight on the home computers allows up to two players to fight simultaneously, and choose their characters from a selection of three.



The sixth stage is set in the uptown part of the city, and the Mad Gear boss is lurking nearby. Using the special moves available you must punch your way through the bar and leave the opposition with one hell of a hangover



The sprites have been directly ripped out of the arcade machine and the end result is visually stunning. Although the colour palette has been changed slightly to accommodate the machines restrictions, the characters are colourful and excellent animated



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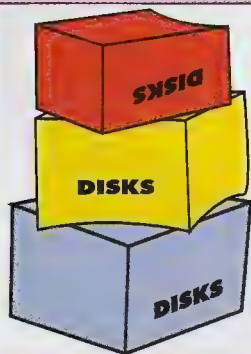
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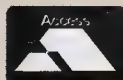
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EDUCATIONAL & GOVERNMENT ORDERS WELCOME





The latest instalment in the on going saga of the *Games-X* tips page. Thanks must go to all the avid Game Boy owners who just won't stop sending in cheats! Keep it up people, but how about some tipettes for the old Amiga and ST? It's about time you found something new innit? Send 'em in to Tip-X, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP.

BLOOD MONEY

- PSYGNOSIS



Luke Lynch from West Sussex claims to have been bashing his brains out for years over this classic shoot'em-up. However, he now presents us with the following cheat which should make things a little easier.

On the options screen press f4, and then while the screen is still black hold down the S key and then type in PONDULIX FOR PM. During the game you can now press HELP for infinite lives and the number keys for various other special little bits 'n' bobs.



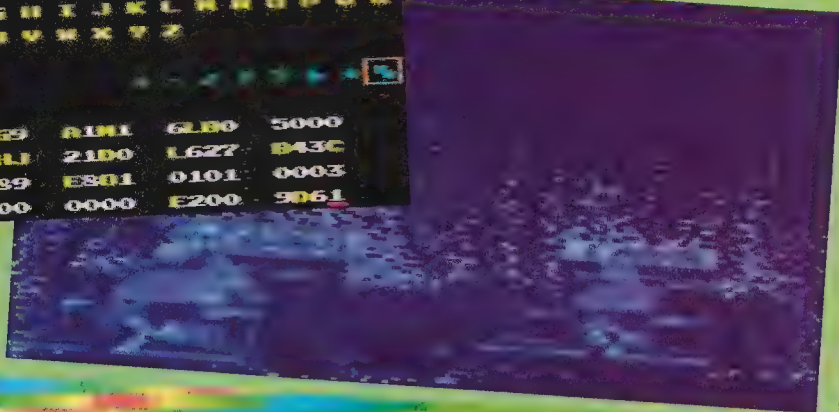
SUPER MONACO GRAND PRIX

- SEGA



This cheat from Shaun Willcocks from Congleton in Cheshire will let you complete the World Championship even if you crash on the last couple of races.

00G9 A1M1 6LB0 5000
08HJ 21D0 L627 B43C
FA89 E801 0101 0003
0000 0000 E200 9D61



GUNSMOKE - NINTENDO



Someone called Sandeep Virdee who apparently doesn't live anywhere due to the lack of an address on the letter has provided us with a bunch of cheats for the Nintendo Entertainment System.

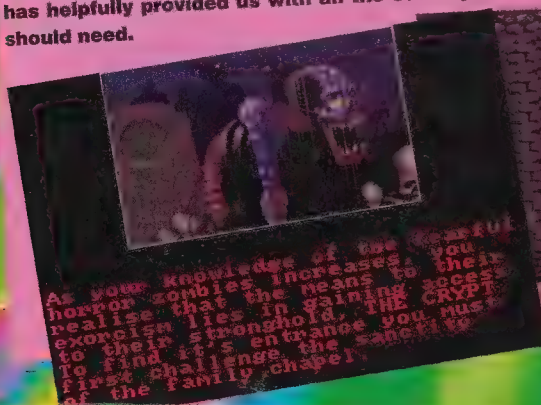
On Gunsmoke, if you press A four times, SELECT four times, right twice and then start you will be awarded a machine-gun with 100 bullets. Dead useful or what?

HORROR ZOMBIES FROM THE CRYPT - MILLENIUM



A very popular game this one so you'll undoubtedly want a few of those useful level codes won't you? Alan Bendall from Glasgow has helpfully provided us with all the codes you should need.

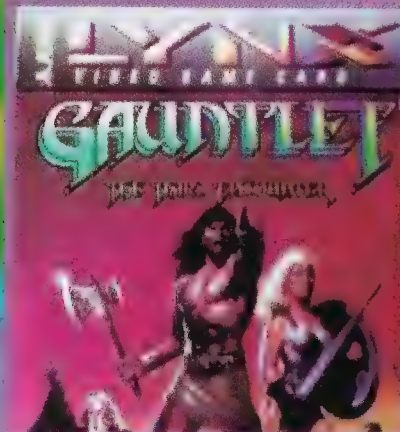
- Level 2: Wolfman
- Level 3: Hammer
- Level 4: Lugosi
- Level 5: Nosferatu
- Level 6: Garlic



GAUNTLET

- ATARI LYNX

Here's a quickie for the excellent Gauntlet conversion on the good ol' Lynx hand held. When you're playing the game, if you hold Option 1 down you will be able to skip to levels 5, 10, 15, 20 etc. Neil Pensom from Birmingham sent that one in, good for him.



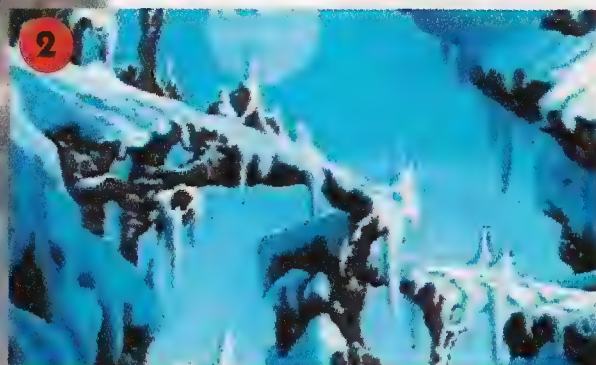
The King of Daventry has a tough task ahead of him and his only saviour is Crispin's talking parrot, Cedric. After leaving Graham bracing the cold winds of the frozen mountains in the last episode, we join our intrepid hero outside the Yeti's cavern...

PC

RESCUING CEDRIC FROM ICEBELLA



1 Having made your way to the outside of the Yeti's cave select the custard pie from your inventory. When the Abominable Snowman runs towards you, quickly click the pie on Bigfoot. It should smack him in the face and send him tumbling over the edge of the cliff. Enter the cave and select the cobbler's hammer from your backpack



2 Now that you have the hammer in your hands, walk to the centre cluster of crystals and tap them with the mallet. Graham should now have the gem in his inventory. Leave the cave and walk back to the wolf. Watch the animated sequence during which you are reunited with Cedric, and then resume control on the mountain path. Remembering to save the game, walk south

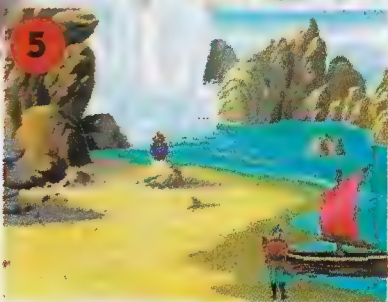


3 The route through this screen is unclear at first, but simply follow the path clockwise to the bottom left before climbing up the rock steps. Wait at the top before you're carried off by a huge Roc. The bird will fly towards its nest where it drops you. This is all done against the clock. Pick up the locket which is glinting in the sunlight, and just before you're eaten the eagle should swoop down and pick you up



4 After a lengthy trip (with no in-flight movie!) the eagle will drop you off on a beach. Follow the path down to the sand, picking up the iron bar as you go. Walk south and ring the bell on the boat-shaped house. When the man walks out talk to him. Now go up two screens. Get Graham to closely examine the boat and you'll notice a small hole in the craft

THE PERILS OF HARPY ISLAND



5 Use the beeswax to fill the hole before pushing the boat out into the water and taking your maiden voyage. First off, sail east and the head south, each time for one screen only. Keep on rowing east until you beach at Harpy Island. Climb out of the boat and allow yourself to be captured by the Harpies



6 Watch the hands-off sequence and wait for the Harpies to start arguing. You will be given control of Graham for a short time, and you should now start playing the harp. The Harpies will grab your instrument and fly off. Pick up the fish hook (bottom right) and walk west. Collect Cedric and continue in the same direction. Grab the shell, put Cedric in the boat and push off

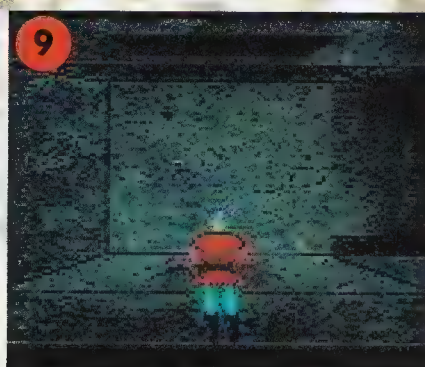


7 Keep on sailing west until you beach outside the hermit's house. Ring the bell and when the fragile man appears, give him the shell. Sit back and watch the long hands-off sequence. When this is over you'll be shipwrecked on Mordack's island. First of all take the dead fish, and then walk up along the steps to the next screen

VENTURING THROUGH THE CASTLE



8 You will now be standing between two huge cobra statues. Pick the crystal from your bag and then click the crystal icon on the cobras. Graham will hold the gem aloft and reflect the cobra's beams, thus destroying them. Continue north, and then head down the left, making sure you don't fall from the ledge

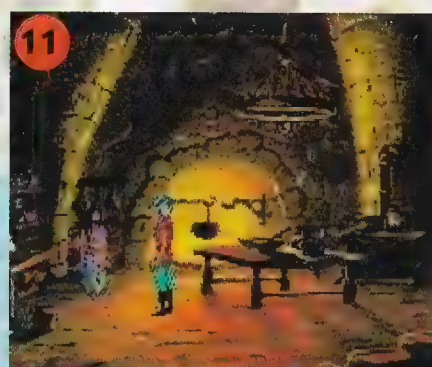


9 Click the iron bar on the grate to open it, and watch Graham clamber into the depths of Mordack's maze. To complete this section study the accompanying map very carefully. You will start at the hole in the ceiling, and must first find Dink. This weird creature can be found in one of four places. When you see Dink, play the tambourine and pick up the hairpin when he leaves

Now that you have the hairpin make you way to the exit and pick the lock with the pin. Open the door and enter the pantry. Open the cupboard on the left and grab the peas. Exit out of the top of the screen. From now on save on every screen. The reason for this is simple. If you meet a cat, Manannan, Mordack will soon appear and kill you. If this happens you'll need to restore the game



10 Once in the kitchen talk to the woman, Cassima, and give her the locket. Then continue your conversation. When she returns to her work walk right, remembering to save. Somewhere in the castle is Mordack's henchman - a blue creature. When he appears he will simply pick you up and throw you through a magic door and into a cell. Whatever you do, don't climb the stairs in the main gateway - just wander around at the bottom



THE FINAL FIGHT AGAINST MORDACK



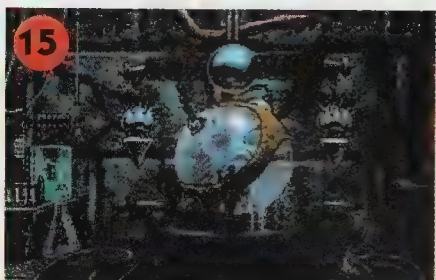
12 Having been imprisoned in the cell get the fish-hook from your bag and click it on the mouse hole to get a piece of cheese. Wait a moment, and follow the Princess around the maze and back into the castle. Make sure you don't lose her. Once you've escaped, repeat the process of exploring the castle and avoiding Manannan



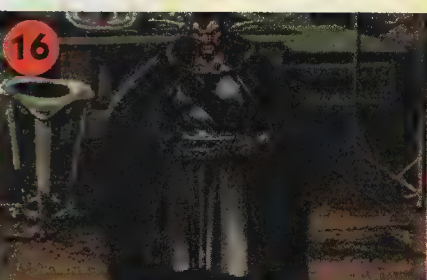
13 Always be ready with the peas because when you meet the henchman you have to throw them at him. Keep walking around until you find the cat. When you find him click the dead fish on him. While Manannan's busy throw the pea bag over his head. Continue exploring until you find the stairs going up, which are on the left of the castle



14 Climb the stairs and head left. If Mordack is there, walk off screen and return in the hope of avoiding him. If not, restore. Leave the bedroom by heading south into the library. Open the large book and read it. Don't spend too long doing this, and keep an eye out for the opening of the library



15 When you see Mordack enter his room and lie down, sneak in and take his wand before walking east twice to the laboratory. Walk upstairs to the machine on the right. Look at it and place Mordack's wand on the platter on the left hand side. Put Crispin's on the other side before clicking the cheese on the fuel pot in the bottom of the machine



16 Take Crispin's wand and wait for Mordack to appear. Watch Cedric fly in and take a blast from Mordack's wand. Shortly, Mordack will use his magic to transform into a huge insect. When this happens quickly select the wand in your inventory and a list of magic icons will appear. First off select the tiger spell



17 Having transformed into a tiger, Mordack will change into a dragon. It's your turn again, this time you'll need to be a rabbit. Mordack's third attempt is a huge cobra, and you must counter-attack with the mongoose spell. Finally Mordack will encircle you in a ring of fire, and to finish off the evil wizard simply cast your last spell which is rain. Now sit back and watch the long end sequence

ZX SPECTRUM

SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN • SPECIAL COLUMN

The last in this series edited by Nick Roberts with the final count down to the number one Speccy game of all time, tips on Pang and Spike, and a peek at the best compilations to appear recently.



PERFECT YOUR PANGING!

- ★ Try not to be tempted to rush into an open space to collect some icon that might be there. You might just get a large bubble on your head! Only pick them up if it is safe to do so.
- ★ Take your time on each level. If you take things slowly and your time runs out you don't lose any lives so why rush?
- ★ When you start each new level it is best to pause the game and have a look at the task ahead. This way you (and your partner if you are playing with two players) can plan your strategy.
- ★ Try not to break up too many balloons at a time, if you concentrate on a particular one until it has totally disappeared you are less likely to end up dead!
- ★ The clock freezes the balloons, the gun is good for blasting, collecting the double rope is not much cop, the grappling hook can be useful depending which level you are on, dynamite is disastrous DON'T PICK IT UP and a banana gives you a random number of points.

SPIKE IN TRANSYLVANIA TIPS

- ★ Try dropping the crucifix on any screen containing bats, it's sure to help.
- ★ There is a secret passage in the run down shack, use the torch to blast your way in.



THAT LONG AWAITED 8-BIT SPECIAL OFFER

I know you've been waiting for this with baited breath, so here goes. The games all you 8-bit owners can exchange for our three coverdisks are Hewson's Stormlord and Deliverance. Both are available on C64, Spectrum and Amstrad in disk or cassette format.

Just fill in a postcard with your name and address, including a note on the type of machine/format you require and of course the game you want. Bung it in an envelope with a cheque/PO for £2 P&P made payable to Europress Interactive and send to the usual Games-X address - mark the envelope '8-bit Offer'. Easy isn't it!

ZX SPECTRUM

- ★ The pub landlord will not let you in without a tie, have a word with the wizard. He might lend you one of his!
- ★ Feed up the farmer and he will lend you his wellies, excellent for trudging through sticky mud.
- ★ Weave your way around the dogs and guards as energy is very precious.

COMPILATION CAPERS

One way to get your hands on some brilliant Spectrum games is to buy a compilation. There have been some superb ones released recently, here is a look at the crème de la crème.

POWER UP OCEAN £15.99

If it's addictive games you want this compilation has the lot. Altered Beast, X-Out, Chase HQ, Turrican and Rainbow Islands make an appearance. The best out of the pack has to be Rainbow Islands, number four in the top 10 games list. The amount of colour, cuddly characters and highly addictive gameplay make this the sort of game you just can't put down!

CHALLENGERS UBI SOFT £14.99

This six games pack from the French software house is a mixture of good and bad. For your money you get Rick Dangerous, Carrier Command, P47 Thunderbolt, Fighter Bomber, Pro Tennis Tour and Kick Off. My favourite has to be Rick Dangerous, the first game from the man with the hat and an excellent platforms and ladders style romp. Again the graphics are brilliant with lots of colour and animation.



THE WINNING TEAM DOMARK £14.99

More arcade action from Domark with some excellent games. All Points Bulletin, Klax, Escape from the Planet of the Robot Monsters, Cyberball and Vindicators. APB is the highlight of the compilation with the conversion of the arcade machine. This cop car chase game was a hit as a coin-op and the programmers have managed to keep the good looks and atmosphere of the original intact in this version.

SPECTRUM ALL TIME GREATS!

This is the big top ten of Spectrum games that no Speccy owner should ever be without - I feel a bit like Bruno Brookes doing this!

10. CYBERNOID

A fantastically original shoot 'em-up with ridiculous amounts of colour for a Spectrum, brilliant!

Crash score: 96%

Release date: 1988

Where to get it: Full price

9. SHADOW OF THE BEAST

They all said this brilliant 16-bit game couldn't be done on the Spectrum but how wrong they were. Packed with great graphics and plenty to be sliced up!

Crash score: 92%

Release date: 1990

Where to get it: Full price

8. CASTLE MASTER

Written in Freescape, a solid 3D style where you can have thousands of viewpoints.

Crash score: 85%

Release date: 1990

Where to get it: Still at full price



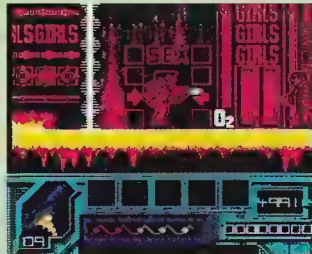
7. TOTAL RECALL

More film licences and more great games. This time you're Arnie battling it out on Mars.

Crash score: 94%

Release date: 1991

Where to get it: Full price



6. WHERE TIME STOOD STILL

3D adventures at their best. Stranded in a past world by a plane crash you and your friends must escape alive!

Crash score: 94%

Release date: 1988

Where to get it: Full price

5. BUBBLE BOBBLE

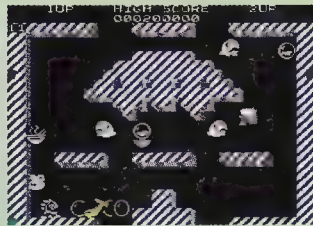
A brilliant arcade conversion

with jolly tunes, cute characters and amazingly addictive gameplay, especially in two-player mode.

Crash score: 90%

Release date: 1987

Where to get it: Re-released by Firebird



4. RAINBOW ISLANDS

The follow up to Bubble Bobble this game holds more brill graphics and a good dose of colour and playability.

Crash score: 94%

Release date: 1990

Where to get it: Still on full price

3. THE DIZZY GAMES

There have been four Dizzy games from Code Masters, each in the same style but with different additions.

Crash score: All 90%+

Release date: 1987 to 1991

Where to get them: Widely available



2. HEAD OVER HEELS

A 3D arcade adventure that will keep you up late into the night with its puzzles.

Crash score: 97%

Release date: 1987

Where to get it: Re-released by The Hit Squad

1. TURRICAN 2

A brand new game that deserves to go straight to the top of the chart. The colourful graphics and challenging mixture of adventure and shoot'em-up elements make it an absolute must.

Crash score: 95%

Release date: 1991

Where to get it: Full price



ZX SPECTRUM ULTIMATE US GOLD COMPETITION

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All you have to do to win a game is answer the three really easy questions and post your entry to us at: Spectrum Competition, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. All entries should arrive no later than 29th July 1991. The first 70 correct answers will win a game! Simple eh?

Q1. The above screen shot is of which Lucasfilm/US Gold game?

- A. Nightbreed
- B. Night Shift
- C. Night Nurse



Q2. From which adventurous Gremlin Graphics game does this character come?

- A. HeroQuest
- B. Monty Mole
- C. Attic Attack



Q3. What beat'em-up Capcom coin-op is soon to be released on the Spectrum by US Gold?

- A. Ninja Killers
- B. Food Fight
- C. Final Fight

Rules - No employees of the Europress Group, US Gold, Gremlin Graphics or any other related companies may enter. No correspondence will be entered into and the Editor's decision is final, so there!

US GOLD SPECTRUM COMPETITION

I devoutly believe that the answers are:

- 1).....
- 2).....
- 3).....

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Much to my surprise Team 17's **Full Contact** has risen in the Budget Chart. I thought that it would have gone completely. It certainly deserves its success though. **Paperboy** is heading for its 90th week on the chart! How many more weeks can it last?

Out of 60 positions in the rest of the charts there are no less than 17 re-entries and only five new entries. This is appalling when you consider the quality of games coming out at the moment.

In the Amiga Chart, **Supercars 2**, that most triumphant game from Gremlin has poked its nose back in and ImageWorks' **Brat** also has reappeared.

Wimbledon must have made an impact on the



games buying public as **Pro Tennis Tour 2** has moved up to number three on the ST Chart this week behind the Psygnosis duo: **Lemmings** and **Armour-**

Geddon. **Chuck Rock** from Core Design has also said "Hello!" again at the bottom of the ten.

It's now time for a quiet word. What did we tell you about **England Championship Special**? We said it wasn't very good didn't we? Then why has it come back into the C64 Chart this week, eh? Just do me a favour and buy something a little better!

Ocean's lovely film conversions, **RoboCop 2** and **Navy SEALs** have made a comeback in the Speccy Chart while **HeroQuest** has stopped those darn **Turtles** from capturing the number one spot. I just hope it can keep it up for a little while longer.

In the PC Chart **Lemmings** has held solid at the top and there are two new entries below it. These are

1	◆	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
2	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
3	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
4	◆	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
5	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	▼	WINNING TACTICS House: ANCO Team: DINO DINI
7	▲	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
8	★	SUPERCARS 2 House: GREMLIN Team: MAGNETIC FIELDS
9	★	BRAT House: IMAGEWORKS Team: FOURSFIELD
10	★	KICK OFF 2 House: ANCO Team: DINO DINI

1	▲	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
2	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
3	▲	PRO TENNIS TOUR 2 House: UBI SOFT Team: BLUE BYTE
4	▼	HEROQUEST House: GREMLIN Team: 221B
5	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
6	★	F19 STEALTH FIGHTER House: MICROPROSE Team: MPS LABS
7	▼	WARZONE House: CORE DESIGN Team: IN HOUSE
8	★	KICK OFF 2 House: ANCO Team: DINO DINI
9	▲	WINNING TACTICS House: ANCO Team: DINO DINI
10	★	CHUCK ROCK House: CORE DESIGN Team: IN HOUSE

1	▲	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
2	▼	SUPREMACY House: VIRGIN Team: PROBE
3	◆	CREATURES House: THALAMUS Team: APEX BROTHERS
4	▲	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
5	▲	NORTH AND SOUTH House: INFOGRAMES Team: IN HOUSE
6	▼	SHADOW DANCER House: US GOLD Team: IMAGES
7	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
8	★	GOLDEN AXE House: VIRGIN Team: PROBE
9	▼	POWER UP House: OCEAN Team: VARIOUS
10	★	ENGLAND CHAMP SPECIAL House: GRANDSLAM Team: TIERTEX

1	◆	HEROQUEST House: GREMLIN Team: 221B
2	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	▲	VIZ House: VIRGIN Team: PROBE
4	★	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
5	▼	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
6	▼	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
7	★	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
8	★	FUN SCHOOL 3 (OVER 7) House: EUROPESS SOFTWARE Team: IN HOUSE
9	★	NAVY SEALS House: OCEAN Team: IN HOUSE
10	◆	GOLDEN AXE House: VIRGIN Team: PROBE

Charts exclusively from Gallup

H A R T S



Eye of the Beholder and the golfing simulator, Jack Nicklaus - Great Courses. This is the most interesting Chart of the week!



I want major improvements in the Charts next week or I'll scream and scream until my head goes purple and falls off!

TEAM TALK

Mr Senior Staff Writer, Alex, has gone health crazy. He has recently bought himself a bike and regularly rides it to work - when it isn't raining anyway! - a distance of over 10 miles a day! The sun is obviously getting to him.



Brian is all set for his big paintballing debut this Sunday. He has been training all week and looks ready for action. (Fat chance! - Alex.)

Games-X's demon box has turned vicious and started attacking people. John in particular has had a near death scare when the box jumped him the other day.



Despite this he seems to be constantly playing the old games this week including Grid Runner and Nebulus.

1	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
2	▼	DIZZY COLLECTION House: CODE MASTERS Team: OLIVER TWINS
3	★	SHADOW DANCER House: US GOLD Team: IMAGES
4	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
5	▲	SUBBUTEO House: ELECTRONIC ZOO Team: IN HOUSE
6	★	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
7	▼	VIZ House: VIRGIN Team: PROBE
8	★	VENDETTA House: SYSTEM 3 Team: IN HOUSE
9	★	SONIC BOOM House: ACTIVISION Team: IN HOUSE
10	★	SWITCHBLADE House: GREMLIN Team: CORE DESIGN

1	▲	MAGIC LAND DIZZY House: CODE MASTERS Team: OLIVER TWINS
2	▲	FULL CONTACT House: TEAM 17 Team: IN HOUSE
3	▲	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
4	▼	MULTIMIXX 1 GOLF House: KIXX Team: ACCESS
5	▼	QUATTRO CARTOON House: CODE MASTERS Team: VARIOUS
6	★	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
7	▼	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
8	▼	DIZZY PANIC House: CODE MASTERS Team: OLIVER TWINS
9	▲	PROFESSIONAL FOOTBALLER House: D&H GAMES Team: IN HOUSE
10	▲	RED HEAT House: HIT SQUAD Team: OCEAN
11	★	FANTASY WORLD DIZZY House: CODE MASTERS Team: OLIVER TWINS
12	▼	CONTINENTAL CIRCUS House: MASTERTRONIC Team: TEQUE
13	▼	TREASURE ISLAND DIZZY House: CODE MASTERS Team: OLIVER TWINS
14	▼	PAPERBOY House: ENCORE Team: NEIL BATE
15	▼	EURO BOSS House: E&J Team: IN HOUSE

1	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▲	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
3	▼	COLOSSUS CHESS X House: CDS Team: IN HOUSE
4	▲	F29 RETALIATOR House: OCEAN Team: IN HOUSE
5	★	EYE OF THE BEHOLDER House: US GOLD Team: SSI
6	▼	SIM EARTH House: OCEAN Team: MAXIS
7	★	LINKS House: US GOLD Team: SSI
8	★	WING COMMANDER House: MINDSCAPE Team: ORIGIN
9	▼	GAUNTLET 3 House: US GOLD Team: SOFTWARE CREATIONS
10	★	NICKLAUS - GREAT COURSES House: ACCOLADE Team: IN HOUSE

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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Weekly PC chart not available so here's the monthly one instead!

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ST MARIO

I am an 11 year-old boy who really likes Mario but I have one small problem. I own an ST, not an NES. Please can you tell me if there are any Mario games available for the ST?
John Strain, Glasgow.

Dr X: Unfortunately Nintendo has never released, or has any plans to release any of the Mario games on the ST. Mario is devoted to the NES and Famicom systems, so the only way to play the Super Bros games is to purchase one of Nintendo's consoles. Sorry.

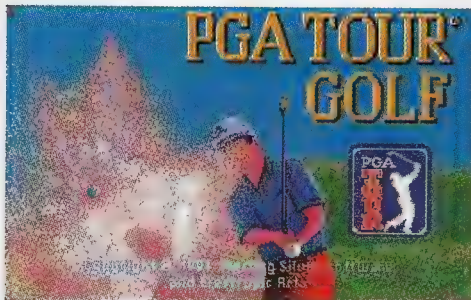
PGA MORE GOLF

Firstly I would like to compliment you on an excellent magazine. However, while reading your column, the first thing I noticed was that it lacked that bit of class, so I thought I'd write in.

What a great sense of dress you have (I know - X), and I especially like those dicky-bows. I'm also glad you have a sense of humour. Anyway, I just recently bought Kick Off 2 and managed to get 7 players sent off. There's nothing like a bit of fistycuffs, eh?

Here's a question to tease those two brain cells of yours (that makes two more than you, brain dead - X). Is EA going to release any new golf courses for PGA Tour Golf? If so, what are they?
Dermo, Ireland.

Dr X: I agree, there's nothing like a good fight and if you don't stop mouthing off I'll give you something to chew on. You like to ramble on in your letter, don't you? In



Unfortunately EA has no plans to release any course disks for its excellent PGA Tour Golf, but I can suggest you try the menu master series - they have a good selection of greens

answer to your question, as far as I know - sorry, there are no plans as of yet. However, EA might change its mind, you never know.

WOT NO SHOP

I own an Atari STFM and am stuck in Gods. I can get to the end of level but do not know



When all else fails, write to Doctor X. You can bet that he'll answer your problems without delay. Remember, there are many takes, but there is only one Computer Practitioner



DrX

Hi there, it's me, the sexy surgeon, the posing practitioner and of course, the most devoted CP in the industry. I've been having a rough time of it at the moment, and spend most of my time sitting through the hundreds of entries for my little compete.

Thanks for the huge response, and I hope the reaction is as good for the next one I decide to run. Anyway, if you need a shoulder to cry on, don't write to me - I'm here to solve your problems, not mop up your tears. Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

how to get into world three. Oh, by the way, I haven't got a clue how to get into the shop.
J Leslie, Fife.

Dr X: Before you can leave the second level, you must defeat the end beastie, a huge flapping dragon. The best tactic is to either stay close or keep your distance. Duck to avoid the flames if you stay close, and jump out of the way if you are attacking from a distance.

When you finally manage to defeat the nastie the shopkeeper should walk up to you, allowing you to buy new weapons and power-ups. However, having progressed as far as you have you should have met the shopkeeper by now.

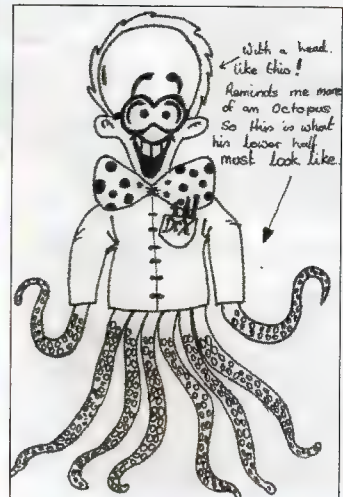
DON'T CALL ME JUNIOR!

I am having one great problem with the best adventure game to date, Indiana Jones and the Last Crusade. I cannot reach the casket underground, and I have not yet found a way to pass the grating that stops me. Please help me as it's driving me insane.
I Jones, Liverpool.

Dr.X: Yeah, I think this game is affecting your mind as I don't quite believe you real name is I Jones. Mind you, if it is, what does the 'I' stand for - Idiot? Anyway, back to the solution.

You do not actually pass through the grating yet. Instead you have to enter the library and dig through the floor - refer to the Grail Diary for the corresponding tile. You must then negotiate the catacombs - easier said than done - before arriving on the other side of the grate. You can now open the casket to examine the Crusader Shield.

DR OCTOPUS??!



Another excellent 'Dr X revealed' entry is this black and white piccy drawn by the capable hands of Graham John Lewis. For some reason my bulbous head reminds him of an octopus, so he thinks my bottom half comprises of eight tentacles

AN EXTRA-ORDINARY PROBLEM

Could you help me with a solution on how to get past the extraterrestrial creature in Future Wars. I would also like it if you could send me a full solution to the game.
Elijah Crawley, Guildford.

Dr X: I think the extraterrestrial you are talking about is the beastie found in the sewers. Upon inspection the green monster is attacking a woman and child, so being the hero that you are you must help them out.

You should have a blowtouch about your person, and this must be filled earlier in the game. Fill it from a tap found in the sewers, and then use it against the ET. Talking of strange creatures from outer space, Hugh 'the great god' Gollner has just called me so I'll sign off now.

MORE OF DR X REVEALED



The Doctor X art competition has inspired thousands - well, nearly - of youngsters to let their artistic talents shine through. Peter Treston has sent in this colourful entry and I, Dr X, am proud to see that my talents have helped the children of this country to bring forth their talent. Should any grateful parents wish to thank me, write out a blank cheque, sign it and send it to the usual Games-X, Adlington Park address

The busy town of Widnes in Cheshire is usually associated with the likes of by-elections and rugby league. Hidden behind the hustle and bustle lies the HQ of Digital Magic Software, where something wondrous is happening. Games-X sped down the M56 to investigate further.

It's a kind



(Clockwise) Digital Magic are Jon Law, Steve Pattullo, Mike Halsall, Jules Burt and Miles Barry

Digital Magic Software is one of the most exciting things to emerge out of Widnes, near Liverpool. Formed a few years ago by two former programmers of the now defunct CRL, Digital Magic has tasted success with a few well received games.

The company is probably best known for Drivin' Force, a Power Drift style racing game which was the subject of an appearance on the Saturday morning children's show, Motormouth. More recently, Digital Magic has wooed the gaming world with its conversion of the classic board-game, Colditz.

Digital Magic is a rare and unique breed amongst software houses. It isn't affiliated to a larger company. In fact, it's one of the smallest independent software producers around.

The current line-up includes: Jules Burt – managing director and programmer; Jon Law – director and graphic artist; Mike Halsall – 16-bit programmer; Steve Pattullo – C64 programmer; and Miles Barry – C64 programmer.

1991 is almost certain to bring further success with Digital Magic attempting to bring back quality gameplay. Two of its forthcoming blockbusters are Bod the Alien and Little Beau.

Amiga owners who bought a copy of last week's Games-X will have already sampled the delights of Little Beau. Meanwhile, Bod the Alien is still in development and features platform-style gameplay in the guise of haunted houses, Egyptian pyramids and so on.

The guys at Digital Magic talked to Games-X to reveal the secret of their success.

How, as an independent software house, do you compete in cutthroat world of game?

One of the main reasons we set up Digital Magic was in order to produce quality products, a point we pride ourselves on. We obviously don't have the same

overheads as larger publishers and therefore don't have to sell as many games.

We are also slowly competing with the biggies by producing more games on more formats. Ultimately the satisfaction of being involved with projects at all levels is most gratifying.

One of your games, Drivin' Force, was accused of being a Powerdrift clone. So what exactly is the real story?

Drivin' Force was influenced by the original arcade version of Powerdrift. We actually approached Activision with a demo of the game in an attempt to win the chance

Little Beau is Digital Magic's latest release. The game features a wealth of sub levels

Inspired by countless platform games, Little Beau has its emphasis on gameplay

Bod the Alien will be on release around October time and features the antics of this fellow

Bod has to search several different locations in order to recover his kids

of magic

of converting the game for the home computer.

Activision didn't offer us enough and so someone else was hired to carry out the project. We then decided to steer (bad pun!) away from the Powerdrift idea.

We still used the graphics techniques of the arcade machine but expanded on the ideas. The end result was Drivin' Force, something we felt was a good, competitive game.



Magic man and managing director Jules Burt is looking to the future and, in particular, consoles

Drivin' Force appeared on Saturday morning kids TV. How did that come about?

A Motormouth researcher came to a press launch of ours in August 1989. He returned in November after having been to see the likes of Domark, US Gold and Activision.

Apparently their response was pretty poor and so he'd decided upon another angle and saw us as having a game good enough to compete against all the others.

Did having the game featured on TV have any after-effects?

It certainly got us noticed within the industry and it helped promote Drivin' Force. One strange thing was that very few people mentioned that they heard about the game from the TV.

Still, the whole experience was good fun and made an interesting talking point.

Colditz was your first licence, how did that all happen?

The game was initially based on the film and we'd all played the board-game. We did approach the video company responsible for the movie, but its response was very low. However, when we contacted Gibson Games, the board-game manufacturer it was really interested and it took off from there.

Have you any plans to produce any licensed games in the future?

We don't plan to obtain licences. Instead we develop a game and then see whether a licensing deal can be tied up later.

Little Beau looks a lot like the coin-op, Wonderboy. Is that intentional?

Little Beau is a platform game with the emphasis on gameplay. We were approached with a rough demo and expanded the idea from there.

The game features all the best ideas from other cute platform titles in an attempt to create a really enjoyable game.

Bod the Alien is your next major release, how did the idea evolve?

Jon had finished the graphics for Little Beau and was working on a few ideas for a new project. Bod is the result of his imagination. The style of gameplay was then decided and then we all began to think up different scenarios and puzzles.

What's the storyline behind the game?

It's all set in the future. Bod's sitting at home with The Misses out the back cooking up his tea. The kids, meanwhile, are running riot; knocking his brew over, jumping on the TV and ripping his paper to bits.

As time goes on the kids start jumping around in Bod's time machine when all of a sudden they're gone! Before Bod can have his supper he must nip next door, borrow their time machine and go after the kids. Each one of his sprogs has been transported to a different



GAMEOGRAPHY

Scorpion.....	January '89
Trained Assassin.....	April '89
Drivin' Force.....	December '89
Shockwave.....	September '90
Colditz.....	January '91
Little Beau.....	Soon
Bod the Alien.....	Soon

level and you must find every one before you complete the game.

How's Bod shaping up?

We're currently working on the graphics. Jon makes the map up using DPaint and our custom map editor and Mike makes sure everything is playable. The main problem we're facing at the moment is coming up with enough original puzzles to make each individual level enjoyable.

We're trying to add more problems to the building site level but apart from the usual clichéd jokes we haven't come up with much yet.

When will Bod the Alien be ready?

We're hopefully going to release it in time for Christmas; late October, early November.

What does the future hold for digital magic?

We're definitely not looking at CDTV at the moment. Consoles are the thing to get into. Shockwave should be appearing on the Mega Drive pretty soon.

Equipment is being introduced into our office for Mega Drive games. We also want to get into Sega and Nintendo 8-bit games and hand helds.



This shoot'em-up, Fly Fighter was Digital Magic's very first game ever to appear

Powerdrift clone, Drivin' Force has been Digital Magic's biggest success to date

Shockwave Rider took the Space Harrier theme one step further with more depth

CONSOLE CONNEXIONS

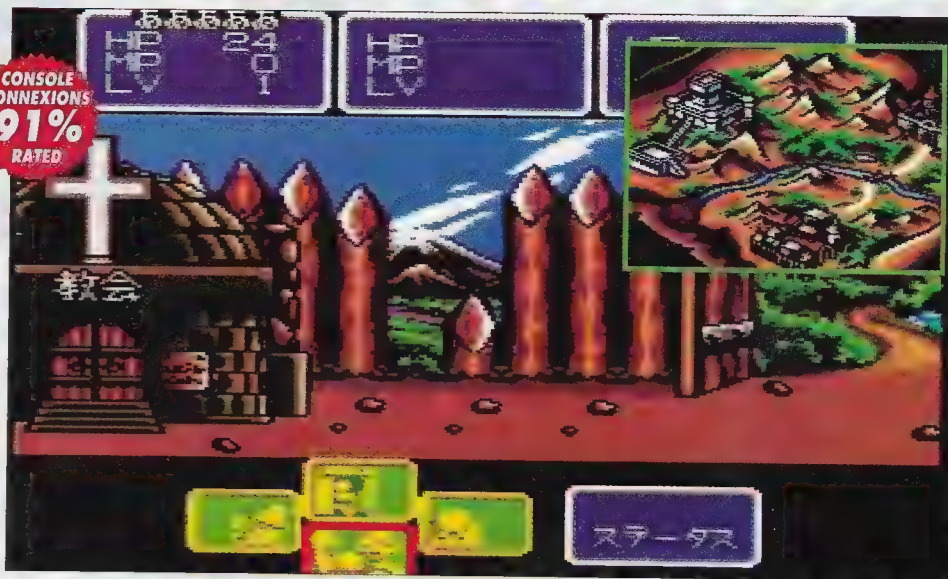
Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: SHINING AND THE DARKNESS MACHINE: MEGA DRIVE PRICE: TBA SUPPLIER: IMPORT

Take the developers of the famous Dragonquest 3 and 4 games, give them eight megs and the Mega Drive 16-bit system to work with and you end up with one of the best console RPGs ever!

Shining is very similar to other RPGs only much more detailed, longer and convoluted. Take every aspect of the normal RPG and add smoother animation to every movement whether it be the enemy rising from the floor, the turning of a corner or the subtle glow of a candle!

The player status screen includes the battle commands select, experience points, weapon, armour, helmet and shield status. Also included are character level, current hit points/max points, magic points/max points, weapon being held, magic available, equipment in the inventory and run.



This role-player is played in a first-person perspective in a similar way to Dungeon Master. That is, when you are under the ground. There are locations above ground depicted on a three quarter view map, everytime you select one of these locations

you zoom into it - anything the Famicom can do, right?

Shining is an excellent RPG, there is no doubt. However, hang around till the American version appears then you'll be able to understand what's going on.

The lights dim. The crowd hushes. Then... an almighty blast of music sweeps the stage as the curtains open and it's... yes, it's Paul "Wood Gnome" Rigby with this week's console column! Yeeaaaa!

AMERICAN GLADIATORS - NES

American Gladiators is a rather silly TV series appearing on US television. Now Gametek give you the chance to play the game on your Nintendo.

Control Nitro in a vicious game of joust high above



the crowd. Try your luck with Lace on scaling the wall. Give Gold a try in a demanding game of Powerball. How about swinging Gemini back and forth on the rope in order to bash his opponents off their stance in the Human Cannonball event. Finally give Lazer a run for his life in the Assault event.

All of these games have been reproduced in the faithful tradition of the American Gladiators show. See?

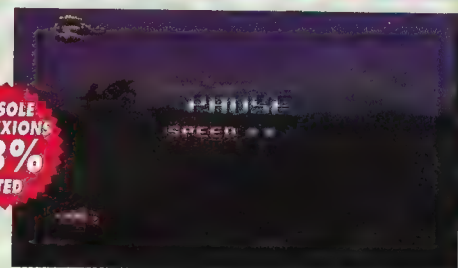


CONSOLE CONNEXIONS
78%
RATED

GAME: DEAD MOON MACHINE: PC ENGINE PRICE: TBA SUPPLIER: IMPORT

Dead Moon is a new side-scrolling shoot'em-up from Radiance that has 4Mb of excellent graphics. New parallax distortion gives the backgrounds an amazing 3D affect. Tons of power-ups and huge end-of-level guardians make Dead Moon shine.

The individual power-ups cover six different offensive weapons over four



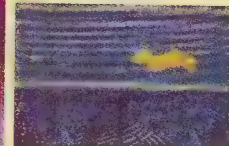
specific levels. The basic laser fires in two horizontal bursts on level one, level two offers one horizontal and two diagonal lines of fire, level three has an horizontal line of fire and the fourth level adds two lines of rear diagonal fire.

At the end of each level you are given a full report on your progress. The end of level screen contains various pieces of information. For example you will be informed about your remaining ships, score, what scene or level it is that you have cleared, the enemy total, destructive and the rate in percentage points. Finally you will be given a set of bonus points.

Told you it was silly. If you think you would like to be a participant, well here's your chance. Me? I'd rather read a good book.

SPACE BATTLE GOMARA - MEGA DRIVE

Space Battle Gomara is a new shoot'em-up in the works for the Mega Drive by a new licensee UPL. This game takes the basic shoot'em-up theme a little further by adding a few new features.



The graphics are highly detailed with large end-of-level guardians waiting for you at the end of each round. A variety of power-ups are available as well.

The main feature of your ship is that you can store up to six options that you can use to protect yourself or launch out for a destructive advantage.

The gameplay appears to be challenging, with many techniques and elements of play. The game has yet to surface in Japan, but when it does I'll be sure to give you the first review.

BILL AND TED'S EXCELLENT ADVENTURE - NES

From the movie of the same name, Bill and Ted is now coming to the video game world.

Bill and Ted's Excellent Video Game Adventure for the Nintendo features the two characters from the movie travelling through time trying to put history back in the right order. You play as either Bill or Ted, who must go back through time to put history back in the right order (Gee, I wonder if they could do the same for the present when they finish?).

Each time period has lots of people to talk to and some of them can give you things to help your quest or to tell you important information - you will want to talk to all of them.

You travel by using the telephone box. Since you start with no money to make calls it is very important to find coins as soon as you can. This is not your typical quest game, but it plays the same way as other quests. Zelda fans should find something to like here.

FASTEST ONE - MEGA DRIVE

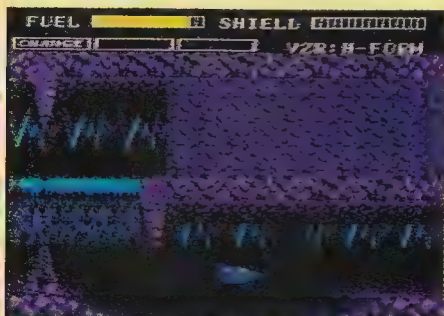
The newest release for the Sega Mega Drive in Japan is the intriguing racing game - **Fastest One** from Human. Custom design your car with special transmissions and hyper tuned engines.

Make sure you have the best mechanics in the country, fine tune your steering and adjust your rear wing for best aerodynamics. One of the coolest features about **Fastest One** is the split level screen that lets two players compete against each other. There are a variety of tracks to race and more options than any driver available for the Mega Drive yet.

So get ready to master the world's toughest race tracks in practice mode or go for gold in the intense thrills of the tournament mode.

WURM - NES

Get ready exploration fans! The most versatile exploration game to hit the shop shelves for your Nintendo Entertainment System! **WURM: Journey to the Centre of the Earth** is a 20 level extravaganza.



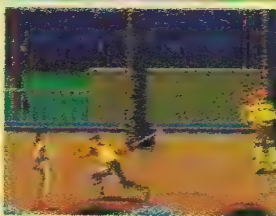
Featuring 3D, horizontal and vertical scrolling, not to mention multiple weaponry, transformable ships, passwords, radical cinema displays and 2Mb MMC3 technology, the game is awesome to behold!

WURM is a story taking place in the year 1999. After the emergence of critical volcanic activity, scientists created the Vector Zilus Research, which stumbled upon the underground civilization attempting to gain control of the planet. Only you, yes you bub, have the power to stop them from succeeding.

STREETS OF RAGE - MEGA DRIVE

The bad news is that **Final Fight** probably won't be appearing on the Mega Drive for some time if ever since it is on Nintendo's Super Famicom.

The good news is that Sega may have a game

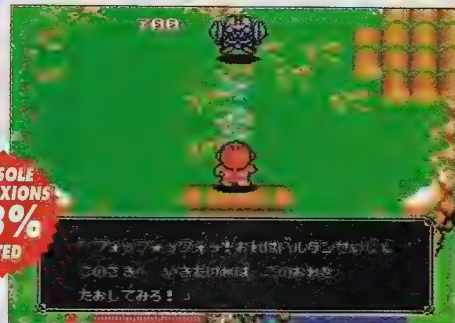


that is even better! Featured in **Streets of Rage** from Sega is a two-player simultaneous fighting option. Based on a little

seen coin-op, **Streets of Rage** contains great street brawling action with great graphics and smooth animation. The action is intense as you attempt to defeat the punks of the underworld. It may not be **Final Fight**, but I don't think that you will mind. Review soon.

ALIEN STORM - MEGA DRIVE

Alien Storm features eight missions. In between each



CONSOLE CONNEXIONS
63%
RATED

GAME: SUPER DEFORMER - GREAT BATTLE MACHINE: SUPER FAMILICOM PRICE: £40.00 SUPPLIER: WHIZZ-KID GAMES

This action adventure allows you to take the role of cute, but well armed character that can transform into three different fighters depending on the enemies he faces.

The fantastic rotational and sprite scaling effects available in the Mode 7 of the Super Famicom's hardware is being recognised by nearly every developer and once again is utilised in this horizontal and vertical scrolling shoot'em-up.

There are a variety of different worlds

to enter. At the beginning of each level you see the world that you will be going in to from the outside. This is where the Mode 7 effects come straight into view as you twist and zoom into the world.

Once into the level you move your character over the world. The worlds have a different set of scenery to them. However, they all appear to stick to a basic pattern of exploration. You either walk through simple mazes or manoeuvre around restricted platforms in the sky.

At a certain point you will probably find a movable platform to jump on which will take you to the next piece of the level. You jump off and you're on your way.

Super Deformer is very pretty with plenty of effects. However, the levels are repetitive so the gameplay becomes boring. In addition, the power-ups do not last long enough to warrant any excitement. Disappointing.

GAME: SUPER STAR SOLDIER MACHINE: PC ENGINE PRICE: TBA SUPPLIER: IMPORT

CONSOLE CONNEXIONS
76%
RATED

NEC has blasted away with a new vertically scrolling mission; an evil armada of alien conquerors is approaching Earth, and only one thing stands in their way: the **Super Star Soldier**! Fearlessly take on huge end-of-level guardians with a multitude of super powered weapons.

There are eight levels to **SSS** with a variety of power-ups including various crystals. In addition, there are also a number of special power-ups such as the

Starbuck Defence System that immediately destroys any enemy fire that comes into contact with it.

You can use button 1 to rotate the system to the left and right hand sides of your ship or to the top and bottom. Homing missiles automatically seek out the enemy while a super bomb clears the screen.

Super Star Soldier has great graphics and exceptional music blended with good gameplay.



**GAME: ACTRAISER
MACHINE: SUPER
FAMICOM
PRICE: £40.00
SUPPLIER: WHIZZ-KID
GAMES**

The newest Super Famicom action adventure is available from Enix. The land has been taken over by a host of hideous monsters. You are a guardian angel who has been sent to take care of the new villagers being sent to live there.

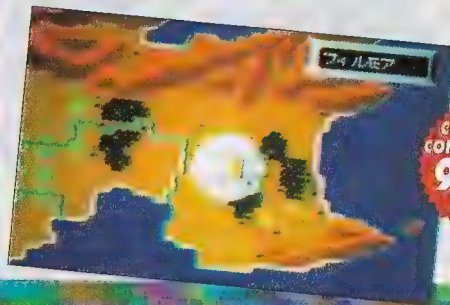
You must descend into the wilderness in the form of a mighty warrior to rid this beautiful land of evil. After clearing out the

monsters the villagers can't handle on their own, two settlers will be sent to cultivate and advance civilization in that area.

You can use magic to control the elements to help your people survive and advance civilization, in a similar way to Populous. Various icons are available to access commands and magic.

Actraiser is an incredible piece of action/role-playing software. Gameplay is compelling as the action sequence is not only good looking, but tough!

The graphics are stunning and the sound is equally impressive with digitally sampled violins, horns and percussion. Even though it pinches a few ideas from Populous the mixing of strategy and action is intriguing and successful. Don't miss it.



CONSOLE
CONNEXIONS
91%
RATED

mission, you will attempt to regain your strength in a shooting range sequence. If you tire quickly with the arcade mode, switch to dual mode where you will square off through nine rounds of intense battle with every creature featured in the game.

Hopefully, all things being equal, you should see a full review of Alien Storm next week. Book a seat.

WANDERERS FROM Ys - SUPER FAMICOM

Wanderers from Ys is coming out for the Famicom in Japan from Victor Musical Industries. The game will be based on the hit CD from Hudson.

Wanderers will have all of the gameplay of the original and the quest will be essentially the same. The sound will take a big downgrade, but that is to be expected as the CD quality PC Engine sound cannot hope to survive on the Famicom's sound chip and memory storage capacity. The game will have many worlds to explore and a large variety of weapons and special items to find and buy.

There are many people to talk to and gathering information will help Adol in his quest. While it will not compare to the versions on the CD system it will be

one of the better quest games available on the Famicom and, hopefully, the NES sometime soon.

HINTS AND TIPS - SPORTS SPECIAL

LAKERS VERSUS CELTICS AND THE NBA PLAYOFFS - MEGA DRIVE

When you're trying to get up to speed, stick to pre-season mode. The game moves slowly enough for you to get in some low pressure practice.

Want to see some fancy shooting? Pass the ball to someone who's close to the basket and hit A rapidly. It's slam-dunk time!

Yes, you can just stand in one spot and bounce the ball to kill time or hope that one of your men will move to a better position, but it's a sure way to guarantee that the ball will get stolen.

On defence, if you've lost sight of your man, chances are good that you ran him off the edge of the court. Avoid the temptation to hit B rapidly when on defence, changing quickly from man to man. Since each player has an assigned man to guard, you'll be

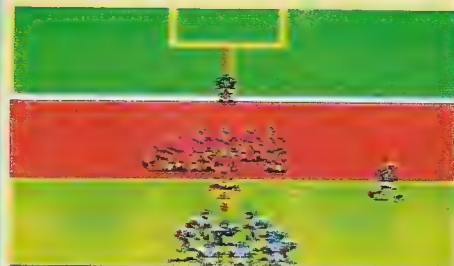
better to let the team get into position and slowly cycle through the B choices.

Be careful of pressing A to block a shot. If you've somehow already taken control of the ball by stealing it or snagging a rebound (it often happens so quickly that you may not notice it), you'll end up taking the cross court shot from wherever you're standing.

Watch out when attempting to steal (C button). That's where most fouls occur.

JOHN MADDEN FOOTBALL - MEGA DRIVE

If you decide to run after calling a pass play, do not touch the buttons of the controller while you are behind



the line of scrimmage. Any button press signals a pass, even though you may be pressing B, for instance, to try to make the quarterback spin to avoid a tackle.

Do the unexpected. Call a "Deep Out" and then run it, or send everyone to the right and then run left. You'll usually take the other team by surprise since it expects you to play rationally.

Take Minnesota to the Super Bowl with this code 0475256 - and they said it couldn't be done.

ARNOLD PALMER TOURNAMENT GOLF

Use the club distance chart on page 29 of the manual as a guide to a perfectly hit shot, not a typical one. Computer generated players hit perfect shots; you usually won't. You're better off choosing a club that's one longer than the one recommended for a specific distance to give yourself room for error. Otherwise you'll often leave yourself short.

Try different clubs from unusual spots such as mid-range irons or putters to roll the ball up when you're just off the green.

Thanks to:

Electro Games, 2 Overton Drive, Wanstead, London E11 2NJ. Tel: 081 530 8246

Whizz Kid Games, Unit 9 Mid Kent Shopping Centre, Adlington Park, Maidstone, Kent. Tel: 0622 766010

PC Engine Supplies, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

**GAME: POPULOUS
MACHINE: SUPER FAMICOM
PRICE: £40.00
SUPPLIER: WHIZZ-KID
GAMES**

Populous is proving to be one popular game. Initially developed for home computers, this game then migrated to the Sega Mega Drive. Now the programmers at Infinity and Imagineer have ported this deity simulation to the Super Famicom with excellent results.

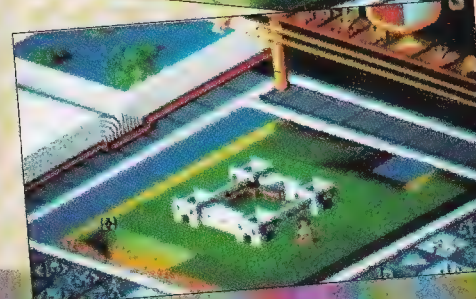
You have a group of followers from whom you derive power. The more followers you have the greater their achievements, the more power you wield. You must rid the world of the opposition. To do this you must

use your greatest power to move the earth and your devout followers to crush the misguided.

There are absolutely piles of levels to Populous - some 500, actually - making it excellent value for money and very addictive too. As you progress on to each level it becomes progressively harder.

The interface has been faithfully copied from the computer version and, once you become used to the joystick controls, is no problem to use. The graphics are absolutely top-notch with all of the delicate shades and hues that the players of the computer version are so familiar with. The sound is superb matching anything the Amiga can offer.

If you like playing god on a screen then you'll love the strategy of Populous.



CONSOLE
CONNEXIONS
90%
RATED

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6. HARD BALL (NEW)
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NINTENDO GAMEBOY

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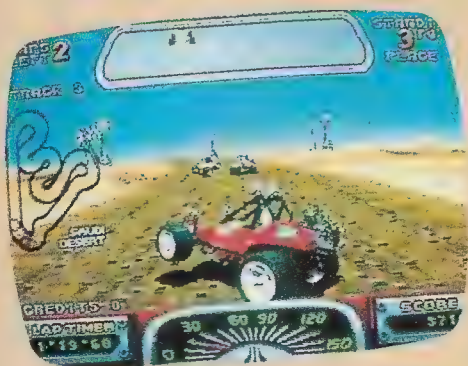
CLASSIFIED ADVERTS

This is the space in the magazine where you can advertise any bits and bobs that you don't want or need anymore.
If you're changing your machine or you've finished a console game then why not give other readers a chance for a bargain and make some cash in the process?
The only rules are that we do not accept adverts for software - either sales or swaps - on software formats that are copyable - that means disks and cassettes. So if it's software it must be on cartridge. Oh and no trade ads either!

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ARCADE EXTRAVAGANZA



Realistic off-road racing action, complete with skids, rollovers and jumps

It's time to fasten your safety belts and prepare yourselves for Road Riot 4WD – the ride of a lifetime from Atari Games

There's a brand new driving game just been released last week from American video giant, Atari Games. Before you say "not another driving game" perhaps it should be mentioned that this one comes complete with a unique motor driven steering control so that when the player drives off the racecourse he gets a realistic off road feel. And this is not all.

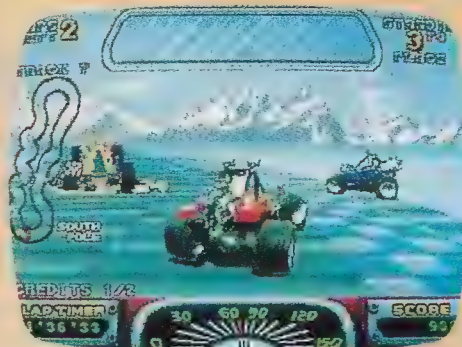
The game is called **Road Riot 4WD** and features all the latest



innovations for driving game videos. The first thing you will notice when you see the game is that it is in a cabinet with roll bars – not that you will need them in your local arcade!

Once you've climbed into your seat and started the game you will be offered a choice of 11 different tracks. These tracks are located around the world from Antarctica to Australia and Mexico – each challenging the player with its own unique terrain and obstacles. Whether you choose to slide across the ice or drift through the sand you are guaranteed a great driving experience.

Two players can play on their own or against each other for head to head competitions. The driving even gets dirty as stun gun trigger buttons on each player's controls activate a solenoid in the seat of the other player, which hits him and gives him a good kick.



Shoot other cars to slow them down. When you get hit, you'll feel a "rump thump"

There are several incentives for two person simultaneous games as players can compete for the season championship. The player can continue his game as long as he defeats the hosting opponent's team in yellow cars. If two players are playing a linked game there is one less computer controlled car to beat and two players can co-operate to beat the opponent cars.

Controls apart from the steering are pretty standard including an accelerator and trigger buttons.

The game is good fun as the player is challenged by the lifelike skidding and bouncing action of his four wheel drive vehicle on the track. His car can also crash in several different ways depending upon how an object is hit. So you have to watch out for your car rolling on its side, flying end over end or even exploding on impact!

On screen video graphics are of a good quality

HOLOGRAM TIME TRAVELLER

Now a sneaky peek of a game which is so new it's not been released in the UK yet. **Hologram Time Traveller** and has been produced by Sega. It's due for release during July, and is going to turn the arcade video market upside down.

That's quite an ambitious claim but the reason is that **Hologram Time Traveller** is a video game experience based on, yes you've already guessed, holograms.

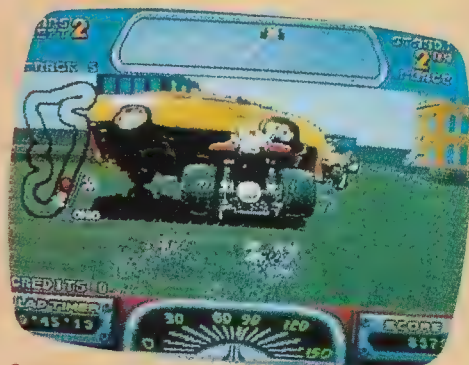
You will have already seen these things on badges and so on and now the effect has been used in an arcade game.

Through the use of a clever optical system and laser disk generated images, Sega has produced a game with 3D realism. Images appear suspended in free space and the first game of this kind will feature actors created from a Hollywood style film production.

The player will have direct control of his actor and will have the illusion of dictating the script and storyline created. The game has already been dubbed in the States as "the most radical departure in coin-op technology for 15 years" so watch this space for a review of the game soon.

depicting digitized pictures of real life objects. The **Road Riot 4WD** racing vehicles, people and obstacles on and around the track are realistically shown and this makes the game that bit more exciting.

Road Riot will only be in some of the larger arcades by now but it should not be too long before it is out on more widespread sites. Keep an eye out for it and give it a go if you get the opportunity.



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This week in Street Talk we're off to a tropical island. Well, OK maybe not, but it's nice to dream isn't it? Actually we popped across the water to the Isle of Wight and a shop called Chips in Newport. Games-X reveals all...



STREET TALK

Joe Watson (11)

Promise you won't laugh? I've got a Spectrum, but I'm going to get a Game Boy soon.

I like the games on the Game Boy, they're cool. The best one I've seen is Super Mario Land.

My hobby is fish keeping (just like bees, eh? - Ed). The best fish that I've got have to be the Black Moor. Siamese Fighting Fish and Red Tail Sharks come a really close second. Guppies are cute too!



Ross Murphy (12)

At the moment I've got an Amstrad 464, but I'm hoping to get an Amiga for my birthday.

Lemmings has to be the best game I've ever played on any machine, it's really funny although sometimes very annoying to play.

There is so much to choose from on the Amiga, the games are great and they're better to play.

My other hobby apart from computers is radio controlled cars. I've got a Pro Cat and it cost me £250.



SHOP TALK

Paul - The Manager

We've been open for five weeks, and things are going pretty well. Since opening we have sold roughly 17 Amigas.

The software for the Amiga is also at the top, with Atari ST titles not that far behind.

The Sega Game Gear has just come in today, and there's been a lot of kids interested in the machine. At the moment we're selling a lot of Lynx consoles, and believe it or not it's outselling the Game Boy.

We're also undercutting the prices of games in the shop, because we used to be a mail order company. In fact we usually knock 5% to 25% off games.

We also specialise in Public Domain (PD). We sell PD games at £1.25, which is great for kids, and some of it is quite amazing, and fun to play.



Top 10 best sellers

- 1Full Contact
- 2PGA Tour Golf
- 3Gods
- 4Armour-Geddon
- 5Lemmings
- 6Monkey Island
- 7F15 Strike Eagle II
- 8Toki
- 9Final Whistle Disk
- 10Dizzy Collection



Robert Stiles (11)

The systems I've got are an Amiga and an Amstrad GX4000. The Amiga is far better - the graphics are really good, and you can do a lot of things it.

My dad does a bit of programming but I use the machine for playing games. Lemmings and Midnight Resistance are my favourite games at the moment.



John Sedgley (9)

I've got an Amstrad 464. It's got some decent games on it. But my favourite one has to be Fantasy World Dizzy.

I don't spend a lot of money on my computer. It's only about £3 every two or three weeks.

I've got two radio controlled cars, a Super Salone, and a Mud Blaster - which cost me £140.

Rafe Abrook (16)

I've got an Amiga and a C64. The Amiga is the better one out of the two, but I still play the C64 a lot.

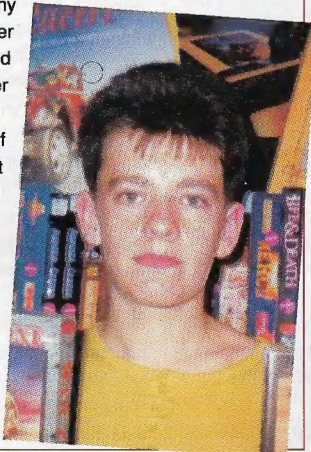
The only thing against the C64 is the loading time - I get annoyed with the cassettes.

Kick Off II is my favourite game at the moment.

There are so many things to do. I never get bored with it, and it's a great two-player game.

I do a lot of cycling. My bike cost me £300, and I'm still paying it off.

I've bought a lot of PD from Chips and it's great. The compilations are the best, and you can get 50 games on one disk.



Chris Praud (12)

I've only just got an Amiga. I've had it for three weeks. I bought it at Chips and it cost me £349, but I did get loads of games with it.

My favourite game is Shadow of the Beast II. It's got some great graphics.

The last game I bought was Fast Food and that was two weeks ago. I don't really spend a lot of money on games.



Chris Rann (12)


I've got an Amstrad GX4000 and a Commodore 64. The best has to be the 64.

I'm not pleased with the GX4000, the games aren't that great, but it was cheap and it only cost about £30.

I've been thinking about getting a Game Gear. I really like the look of the games. I'll probably get one for my birthday.

I like watching wrestling on the TV. Hulk Hogan and Akeem are the best, and I've even got the toy figures.



 So many pics, but so many ugly mugs – how about some shots of young ladies gracing our pages. Come on girls let's see what you look like, or is the acne really that bad? Keep 'em coming! Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

ALTERNATE REALITY

I just had to write to report to you the latest in computer technology. Yes folks, at last it's here! Forget the 3D Construction Kit, forget virtual reality because I'm now introducing the brand new – not released in the shops yet, or made in Japan – "3D Reality Kit".

To get started all you have to do is wake up – incredible! The graphics are so smooth it gives you a feeling of really being there. You can interact with 57 million other people and another 80 billion if you get the add-on kit. Amazing!

Finally, I would just like to check with you that the Super Famicom really is super? Also is the Mega Drive really mega? I want to know because I'm going to buy one of them as they're both able to play games – incredible!

Someone commented the other week that Famicom reviews are drying up – personally I think it's all this dry weather we're having!

A "Partly toasted cheese" Sandwich, Kent.

I have a wonderful idea to dispel this illusion of reality you keep having, go back to sleep!

Or alternatively buy a Super Famicom and a Mega Drive – you'll never have to step outside your house again, you can even get Games-X and

all your software delivered to your door! Just think, a permanent haze of fantasy in which to live out your existence. Certainly beats getting up in the morning, doesn't it Mr Gollner?!

SNIVVLER PENN



Hi! I'm Mark "Snivvler" Penn. (Well, aren't you the lucky one! – Unc.) I wrote to you in issue nine and forgot to write my address.

Please, please forgive my stupidity and send me a T-shirt. My friends don't believe I wrote that letter and a T-shirt would show them up.

Mark "Please send me a T-shirt" Penn, London.

Who takes your photos, Mark? Certainly isn't David Bailey! I've taken better on my Box Brownie.

You're going to have to do better than this to get yourself one of those Xclusive T-shirts, but as I'm in a good mood I'll print your photo – small!

THAT MAN AGAIN

I noticed you had Todd and Melissa from Neighbours on the cover of issue nine. What a scoop, and you didn't even mention it!

Could we have Tracey Barlow on a

I LOVE CRAWLERS



Congratulations, this is the best computer mag ever. I get up at 7am sharp every Friday to buy Games-X, because everyone is mad about it. I've bought every issue since it started, but... (There always has to be a but – Unc.)

Please send me a brill Games-X T-shirt so that I can show off to my friends, Keith and Adam and Morgan and...

Brian "Spike" Chilton, Newbiggin-by-the-Sea.



I'm sorry I cut your letter short, but we covered the Speccy problem in another letter on these pages.

You're going to have to get up early on Thursday now, Bri, because we've moved our on-shelf date forward by a day! I hope you're spreading the word about GX, I'd hate to think anyone is being deprived of our mag.

Your letter sounded a bit like one of those phone-ins on local radio where the DJ is desperately trying to get rid of the caller, who is equally desperately trying to blurt out the names of all the friends he can think of!!

future cover, please?

Don "Mad" McKie, Hull.

That was the kind of scoop you don't broadcast too widely! I'm surprised at you Don, didn't think you were a Neighbours man – one learns something appallingly new about one's fellow human beings every day.

We had Tracey on the cover on issue six! Now Coronation Street is altogether a better kettle of fish.

Send me a photo, Don and I'll have it turned into an A3 centrespread.

WHAT HAPPENED TO...



I think that Games-X is brilliant, wonderful... (ey-up, this lad's after a T-shirt – Unc). I have two points which I hope will be of interest to you.

It says on the front of the mag, among the other computer and console names, Spectrum. (Call that a computer? – Dr X.) Now although I do not own one I have seen hardly any Speccy gossip except the charts. How about the odd Speccy review?

Why so many reviews on the Amiga?

Please let's have some more posters on game artwork, not the teams who produce games.

Which games would you recommend for the Game Boy?

Keep Go-Global, it's really good! (There's no accounting for taste – Dr X.)

What happened to Ian and Shaun, the reviewers you used to have?

Harry "How's your father" Sargent, Marlborough.

I've been to Marlborough, even thought about buying a house there, so tell me how come you can afford to live in a place like that?

I reckon some of you lot read the

mag with your eyes closed – we have had some Speccy reviews, not odd ones either.

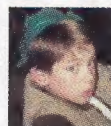
Strange as it may seem, the Amiga is one of the most popular games machines around at the mo. Consequently, more games are released for this format than anything else. What do you want us to do, ignore nearly half our potential readership?!

Call me old fashioned, but I don't think you can beat Tetris on the Game Boy, although a new one out towards the autumn called Faceball 2000 looks pretty damn good.

Go-Global is undergoing a radical revamp, don't worry it'll be back.

Shaun and Ian thought that games should be played 24 hours a day. Smart lads, but what they also seemed to forget is that they were supposed to write a few words about them as well. What can I say – I think the name of this column might give you some idea!

GOOD GRIEF



Why do you keep reviewing Amiga, ST, and Spectrum games when it is painfully obvious that most of your readers own consoles – well I do anyway. There are too many magazines already covering proper computers, but hardly any for consoles and none at all for hand helds.

What are you guys trying to prove by keeping this Go-Global turkey going anyway? Once it was quite amusing, but have you ever heard of "flogging dead horses"? (Call the RSPCDH! – Unc.)

Dennis "I've got a Game Gear" Mitchell, Aberdeen.

Och aye the noo, how are yoo?! Our purpose in life is to cater for all game formats, and if you look at the last three issues of Games-X I think you'll find quite a lot of console reviews.

Dear Newsagent,

Please would you reserve/deliver a copy of Games-X every week for:

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Note to newsagent: Games-X is available on a sale or return basis from UMD – tel: 071 700 4600

As for the Go-Global bit, I've given the Scottish chapter of the Save a Dead Horse Campaign your address and I'm sure they'll be only too interested in your suggestions. Leslie Bunder was also interested in getting hold of your whereabouts - muttered something about the Sunday Sport!

HIM AGAIN?

It's me again! (Wow, I'm really excited - Unc.)

I hate Depeche Mode (at last somebody with a bit of music sense! - Unc) and Atari STs!

A "Don't forget who I am" **Smith, Orpington.**

Forgive me if I seem a bit brusque, but "Bog off!"

CON JOB



I think your mag is so good that when I bought the second issue I managed to convince my dad to buy a Sega Game

Gear. It's brilliant too!

Does anyone know a cheat... (Stop! No cheats on these pages - Unc.)

Barry "Con" O'Donovan, Cheam.

I get seriously impressed how you lot continually con your parents out of expensive kit, please let me know your secret, I'm after a pay rise!

Do you live anywhere near Railway Cuttings?

DOPPELGÄNGER



I know you're not really my uncle (perhaps you ought to ask your mum about that! - Dr X) but I noticed the Doc had a gold tooth

in issue seven.

Now he either has a weird dentist or the artist who did his drawing is not much cop, because in issue eight his gold tooth

was in a different place. Did he get in a punch up after issue six? (Yes, Pam did him over during a dispute on the spelling of his name! - Unc.)

James "Like my car" Coogan, Manchester.

That gold tooth in our Doc's gob is pure poser factor - thinks he looks hard if he swaps it around.

Yes, I do like the car. Not as good as my 911 though! (Dream on - Dr X.)

Must tell you, James, you are the complete and utter double of a dear friend of mine called John Wootton, no relation I suppose?

CALLING CAROLINE

Please could you send me the address of (here we go again - Unc) Caroline Machin.

I think she is pretty fit and that we get along just fine. (Is this how really trendy people talk nowadays? - Unc.) I know this is not a dating agency (oh, somebody does then! - Unc) but please help me, I'm a desperate Italian.

Carlo "Lovesick" Zimbello, Holmes Chapel.

I don't care if you're Mongolian, there is no way I am going to give Caroline's address to you. I suppose because you're Italian you think you have a monopoly on charm, wit and good looks. Do I have bad news for you, Carlo, I've been there, seen it all and done everything and am still doing it!

I bet if Caroline had realised that she was destined for mega stardom, she would never have let us take her piccy for Street Talk - or maybe she's sitting quietly at home revelling in all this unrequited attention.

The summer's here and the time is right... for sending in your holiday postcards! So if you're off enjoying yourself in exotic climes, think of us all slaving over our hot Apples and drop a card to the usual address.

SCOT SAYS



A bit of a cheeky one aren't you, Unc? (Patronizing little toad! - Unc.) I know that after looking at the true love story in issue one that I will never be good looking enough to work on Games-X, snigger. (The boys are on their way, I'd hide if I were you, Scot - Unc.)

I still think the dating agency is a good idea, especially as Games-X is such an outrageous mag.

When will we be able to subscribe?

Sorry about the piccy, but I'd just been up 37 hours on the trot completing Super Mario 4!

Scot "Damien" Symonds, Norwich.



I thought we were a dating agency, I've had so many letters asking for Caroline Machin's address. Subscriptions? Order Games-X through your newsagent!

What's wrong with the photo - looks quite normal to me!

IN NEXT WEEK'S GRANDEST MAG

★ **Jason Spiller interviews some very strange people at Graftgold about their incredible new game entitled Realms**

★ **Prehistorik - a guide giving new meaning to gluttony**

★ **Dr X treats us all to his own special kind of personal abuse**



★ **Our Radio Luxembourg tie-in comes to fruition with the first Games-X Games Show**

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